

# POPULAR *40 Rock @* Only 40p. Computing WEEKLY

6-12 SEPTEMBER 1984

*It's the best selling weekly*

Vol 3 No 36



Mel Croucher and Frankie Howard discuss *Deus ex Machina*

## Automata — the movie

PORTSMOUTH-based software house Automata has announced what it claims is an entirely new concept in computer entertainment.

*Deus ex Machina* is a unique combination of recorded music, voices and computer graphics — a kind of interactive cartoon or play.

Ian Dury, Jon Pertwee, Frankie Howard and EP Thompson

are among those who take part and the £16 package for the 48K Spectrum — consists of two tapes. One contains 80K of program, loaded in two sections containing six computer 'games', and the other contains a complete audio sound-track of songs, music and dialogue.

Playing *Deus ex Machina*

*continued on page 5*

## Atari delays plans

ATARI Corporation UK is to discontinue manufacture of its 600XL computer and has delayed an announcement — originally scheduled for last week — of its plans for a replacement home computer.

There is also growing speculation that the company may also cease production of its 800XL machine.

According to Jack Tramiel, who visited the UK despite the cancellation of Atari's launch, new products will be announced some time in the first two weeks of October.

An Atari spokesman said, "There are major new product developments on the way, but Atari is unwilling to formally launch them before all the details have been worked out."

"The 600XL will continue to be sold while stocks last, but research has shown a move

towards machines with a higher memory, and the 64K 800XL machine will then take over." The spokesman denied that the company had any plans to stop production of the 800XL.

As well as a new range of home computers Atari is expected to announce business micros compatible with IBM and Apple. These machines may not be manufactured by Atari, but bought from other companies under licence.

In the US, Atari is coming under pressure from creditors — Synapse are reported to be suing for \$17m for software made under contract when Atari was part of Warner Communications.

## Philips MSX for UK?

PHILIPS may beat the Japanese manufacturers and be the first company to launch an MSX machine in this country.

The company's product marketing manager Sixto Rodriguez said, "Our MSX machine is now ready and we are

*continued on page 5*



Atari's 600XL machine

## Learn to Fly

COMPETITION

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INSIDE ) TURBO TRACK ) QL GRAPHICS ) CHEETAH RAT )



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AT THE PCW SHOW, OLYMPIA.....

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**O**VER the last two years — with a number of key developments — software houses have been steadily moving towards the achievement of an interactive film.

Such a software 'movie' would differ from an ordinary film or cartoon in that it would be possible for the viewer to actually influence the development of the plot.

The first step was the text-only adventure which can be considered as a kind of simple interactive book. *The Hobbit* was the next development — a book with pictures.

Ideas were also being drawn from arcade games like *Pole Position* and *Track and Field* — both fundamentally interactive cartoons.

But, in all of these programs something very important is missing — sound. In film terms they are all silent movies — the Buster Keatons of an emerging industry.

The first, technically successful, attempt to add a separate recorded soundtrack died at the 'box office'. *The Ugly Duckling* was an educational program from a small American house called Software Movies. It used a clever pulse system to link the computer and a cassette recorder containing a voice-over telling the story.

This week Automata has brought the interactive film a step nearer with *Deus ex Machina* — the first serious attempt to produce a commercial computer 'talkie'.

In style, *Deus ex Machina* owes much more to film than it does to computer software and the result is highly original.

However, there is still a very long way to go. Ultimately, the goal must be to use an equivalent technology to laser discs to produce a full-blown feature film linked to a computer in such a way that the viewer can actually 'play the movie'.

## Presents...

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**Street Life** > Graham Taylor discovers the secrets behind commercial computer graphics

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**Hardware Reviews** > Not a disc drive, not quite a data recorder — the *Ultradrive* from Ikon Computers > and Cheetah's *Rat*, the joystick with no strings attached

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## Futures...

Try to puzzle out the sliding block in the Star Game for the Oric... edit or write programs using *Quill* on the QL... and sorting data lists on the Spectrum



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ABC

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## Commodore acquire new US micro

COMMODORE has announced it is negotiating to sell a 68000-based micro — a machine based on the same family of processor chips as Sinclair's QL and Apple's Macintosh.

The company is in the process of buying the California-based micro manufacturer Amiga which is currently developing a 32-bit 68000-based competitor for Apple's Macintosh. Amiga's micro will contain 128K Ram, 64K Rom, a built-in disc drive and modem. It will sell for around \$1,800.

Just a few days before the Commodore announcement Atari US filed a suit against Amiga charging it with breaking an agreement, signed in March,

under which Amiga was to develop graphics chips for Atari machines.

The Atari move is seen as a tactic to delay Commodore's launch of the Amiga machine while it finalises details to its own 68000-based Macintosh competitor.

In the suit Atari claims that Amiga did not complete the contract, and that it refunded the \$0.6m paid to them by Atari. Atari says that Amiga later completed the chips and offered them for sale at a higher price.

The Atari suit comes only a month after Commodore filed a suit against four of its former engineers, now with Atari, claiming that they had stolen Commodore design secrets.

## Philips MSX

4 continued from page 1

hoping it will appear sometime in September."

The Philips machine will be 280 based and is expected to have at least 64K Ram.

Chris Greet of Toshiba, the company which expected to be first with an MSX in the UK, said: "I had no knowledge of this, but I would be delighted if they do launch a machine."

● Another company due to bring out an MSX machine this year is AVT Goldstar of Korea.

Its 64K machine will probably cost around £200, thus undercutting Toshiba's machine by around £80. The AVT machine will be launched at the Personal Computer World show on September 19.

Micro Dealer UK is to have exclusive distribution rights in this country.

## Oric drops counter suit

ORIC Products International has now withdrawn its counter suit against its advertising agency KMP (see PCW, August 23).

At a hearing in the High Court last week, Oric was barred from attempting any further suits against KMP based on grounds of 'wrongful advice'.

Oric has also been ordered to pay its £200,000 debt to KMP, and the advertising agency's court costs.

## Weetabix acts against Ubik

TYNESIDE company Ubik's game *Paranoid Pete* will not now be appearing in the shops.

Weetabix complained that the characters portrayed in the game resembled its own 'Weetabix men' used in advertising too closely.

"When we first started work on *Paranoid Pete* we were working in collusion with Weetabix to produce a game based on their characters," said Ubik's marketing director Danielle Allan. "But when the game was complete, Weetabix weren't happy with the result."

"In order to be able to bring out a game ourselves, we changed many aspects of it, but Weetabix were not satisfied and it has now been shelved."

## Acorn changes prices

ACORN Computer has revised the prices of two of its products. The price of the BBC single disc drive has been reduced by £30 to £199, while the price of the 280 second processor package has risen by £100 from £299 to £399.

Commenting on the price drop of the disc drive an Acorn spokesman said: "Sales have increased considerably allowing us to cut the price. The dual disc drive price has also recently been reduced —

## Automata — the movie

4 continued from page 1

involves first loading the Spectrum program and then playing both the computer game and the sound-track cassette — on a cassette player or hi-fi — at the same time. The two are synchronised by a count-down at the start and remain together for the duration of the game, around one hour.

The sound-track cassette tells the story of the life of a human being, created within a vast computer. The computer

various stages of its life through a series of interactive computer 'games'. The goal is to live a 'successful' life — as monitored by a running percentage score.

On the sound-track cassette Jon Pertwee is the Storyteller who narrates the tale, Frankie Howard is The Defect Police, Ian Dury is Fertiliser and historian and CND campaigner EP Thompson plays The Voice of Reason. The music is performed by Automata's Mel Croucher and a jazz singer, Donna Bailey.

The game was designed, scripted and produced by Mel



Ian Dury with programmer Andrew Stagg

program depicts the birth and development of the human from the first string of DNA through birth and adolescence to maturity, and finally old age and death.

As the program proceeds the player is able to prolong the life of the human through the

Croucher and the computer programs was written by Automata's in-house programmer, Andrew Stagg.

The complete package of *Deus ex Machina*, including two tapes and a poster containing the complete script, will be available from next week.

## Adventure for QL out soon

AFTER *West* for the Commodore 64, Talent Computer Systems of Glasgow is working on a text adventure for the QL.

"It's very much a *Dungeons and Dragons* style game, with wizards, dwarfs and so on," said Talent's John Tweedie. "It has a working title of *Beneath the Mountain* and about 380 locations."

"*Beneath the Mountain* will be noticeably bigger than most other games of its kind, and is aimed at seasoned adventurers rather than the beginner," he continued.

"Events happen in 'real time', and it contains a random maze generator, so that there are a number of ways to complete the game, and no two games will be the same."

*Beneath the Mountain* should be available in November, priced in the region of £18.

Talent is also converting *West* to run on the QL.

down by £106 to £999."

Acorn says that the reason for the increase in the second processor's price is to enable dealers to receive a larger margin on sales, and thus have the resources to offer better customer support.

## ZX Microfair

THE twelfth ZX Microfair will be held on September 8, at its usual venue, Alexandra Palace in North London. The fair will be open from 10.00am to 6.00pm. Tickets on the door cost £1.25 for adults and 60p for children.



# Llamasoft

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## Quarter speed

I feel I must reply to M. Valentine's comments (August 23) on my letter about the Electron. The reason why most BBC software will not run on the Electron is because it is either written in Mode 7 or uses advanced sound commands, neither of which are found in the Electron.

Those which do run, often do so at a quarter speed.

Nicholas Haigney  
(still a lonely Electron user)  
80 Parkdale Road  
Sheldon  
Birmingham

## Support the Electron

I thought I would write just a few lines regarding Nicholas Haigney's letter (PCW Vol. 13 No. 32) on supporting the Electron.

I have a dream. That one day, the computer press will not call the Electron 'slothful' or anything else to do with the speed difference when compared to a BBC model B.

In that same dream I see that one day the computer press will not treat the Electron user as an absolute idiot/prat/wally because they have access to superior machines.

I also see in that dream a magazine devoted to Acorn Computers which does not publish silly articles on how to use the Electron keyboard, which really isn't all that difficult. Have they seen a Spectrum keyboard lately I ask myself.

And I see Commodore 64 owners actually admitting that they were conned into buying their computer because they thought it had 64K bytes of user memory — also C64 owners admitting that if they bought a fast-load cassette, loading can be achieved faster than using the 1541 disk drive.

May I also say that the first disc drives are now available for the Electron made by Pace, and Sir Computers of Cardiff are the first company to come up with a Mode 7 adaptor.

John T W Beckett  
15 Surey Avenue  
Droylsden  
Manchester

PS. Who is this Boris Allen person anyway? It must be a pseudonym.

I fully expect that you will have displeased some Spectrum and C64 owners. Boris, however, you will have mortally wounded.

## Who's who?

After seeing the picture appearing above my last Zigurat column (August 23), millions of concerned fans have written asking whether I am really Boris Allen, or vice versa. The truth is that, when being photographed for the column I jokingly wore one of the Boris Allen Horror Masks which will be on sale nationwide in time for Halloween.

David Langford  
Reading  
Berks

## Copy facility

What a pleasure to use the Spectrum with the Microdrive. I would like to put my cassette deck in the rubbish bin if I could use the microdrive with every commercial program. But you have to spend hours to adapt each one for the Microdrive.

I am having a lot of problems converting *Micro Prolog*. This program is very boring to load and I cannot find any way to put it on Microdrive. I read in Issue 26 that Sinclair sent a letter to all the software houses instructing them to include a Microdrive copy facility in their cassette. Well, *Micro Prolog* is a Sinclair program, very expensive (especially here on the continent) and quite unadapted to be used with a cassette deck.

If any reader does know how to put *Micro Prolog* on to Microdrive, I will have the pleasure in sending him or her a special gift: for example, a can of snails and the recipe.

Vincent Magos  
Rue Louis Hap, 199  
1040 Bruxelles  
Belgium

PS. Please, more and more articles like *Baud Walk* — we are not interested any more in copying out silly programs of *STAR WARS*.

## Alienated readers

I'm writing to you to protest about the infamous 'Smut Debate' which is currently taking up space in your letters page.

So far, all the people involved have been men. I thought at least one other woman might have had something to say on the subject, but since none have, here goes.

First, your reply to Christopher Bryant's letter: so it's OK to degrade women, as long as you offer value for money and aren't boring. Hmm. And there was I thinking that the idea was to get more women interested in computing. Obviously, I've been sadly misled by the various other comments you've made from time to time on this subject.

Secondly, the letter from the proprietors of Titan Programs: leaving aside the tirade of rude names which they hurl at Mr Bryant in lieu of a reasoned defence, it soon becomes clear from the text of their letter ("Out there in the big wide world, there are people yearning for smut...") that women aren't actually people after all... unless they are going to prove that a proportion of their customers are women?

As to whether you should carry their advertising: by doing so, you stand to alienate at least some of your readers. I for one will be going back to reading the Tony Bridge column in the newsmagazine if you're not careful. An awful lot of micro users are teenage boys — are you sure you want to condone degrading women to them — your reply to Mr

Bryant's letter certainly seems to set the seal of approval on this kind of behaviour. If women are worthy of this kind of treatment, why not black people, or Jews, or any other kind of minority?

A final thought. According to your expressed policy, it is worse for a kid at home to copy the odd tape than it is for him to indulge in the worst kind of blatant sexism. Any other women (or sane men) out there agree with me?

Lis Holliday  
108 Twyford House  
Chisleley Road  
London

The editorial team tries very hard to ensure that the editorial content of the magazine is non-sexist.

However, attempting to control advertising is not easy and smacks of censorship. Where do you draw the line. Do you ban most of the advertising because it promotes excessively violent male attitudes, as in arcade shoot 'em ups, for example?

## Reset the system

There was really no need for Simon Springett to unscrew his Interface 1 unit in order to load the *Automania* program by Mikrogen (see August 23 issue).

It is true that really long programs like Psion's *Chequered Flag* are incompatible with Interface 1. However, instead of disconnecting each time, and possibly damaging the edge connector, type in *Randomize Usr 0* and then load the program. This totally resets the system and disables the Microdrive, allowing any program to be loaded.

M Scott  
7 Beech Grove  
Springwell  
Gateshead  
Tyne and Wear

## DIY QL

Is it true you can build your own QL using parts of the machine sent to you each week by Sinclair — first the keyboard, then the chips?

S A Weir  
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"... And stop calling it a clearance sale!"



# QUICKSILVA Computing SECTION

## QUICKSILVA

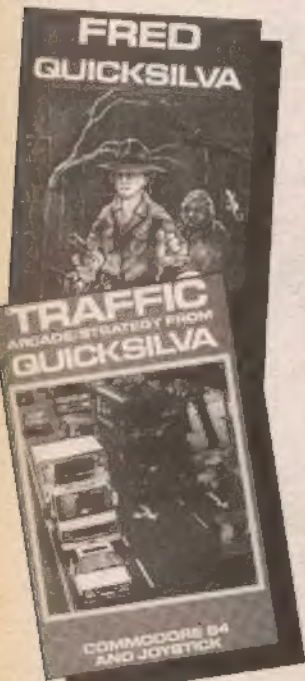
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### CHART ACTION

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2 Fred	- 48K Spec -	£7.95
3 Ant Attack	- 48K Spec -	£6.95
4 Boogaboo	- CBM 64 -	£7.95
5 The Snowman	- 48K Spec -	£6.95
6 Mined-Out	- Electron -	£6.95
7 Gatecrasher*	- 48K Spec -	£6.95
8 Sting 64	- CBM 64 -	£7.95
9 Bugaboo	- 48K Spec -	£6.95
10 Dragonsbane	- 48K Spec -	£6.95
11 Escape*	- CBM 64 -	£7.95
12 Aquaplane	- CBM 64 -	£7.95
13 Gatecrasher*	- BBC 'B' -	£6.95
14 Gatecrasher*	- Electron -	£6.95
15 Velnor's Lair*	- Oric/Atmos -	£6.95
16 Mined Out*	- Oric/Atmos -	£6.95
17 Ultisynth	- CBM 64 -	£14.95
18 Drum Kit*	- BBC 'B' -	£14.95
19 Tornado	- Vic 20 -	£5.95
20 Quinic Warrior	- CBM 64 -	£7.95

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Heathrow Air Traffic Control	BBC Model II	£7.99	£5.50
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# 1





# Turbo Track

Make sure you don't run out of fuel as you race around the track in this game for Commodore 64 by P Biddle

**T**he object of the game is to race your car around a race track avoiding the oil slicks which reduce your fuel so you are unable to reach home.

Luckily for you there are some fuel pumps scattered along the course that once hit gain you fuel — fail to hit any of these and you will find you haven't enough fuel to reach home.

Hitting another car when overtaking will result in your demise and the end of the game, and the amount of fuel remaining and the distance left from home will be displayed.

Control your car using the Z and C keys.

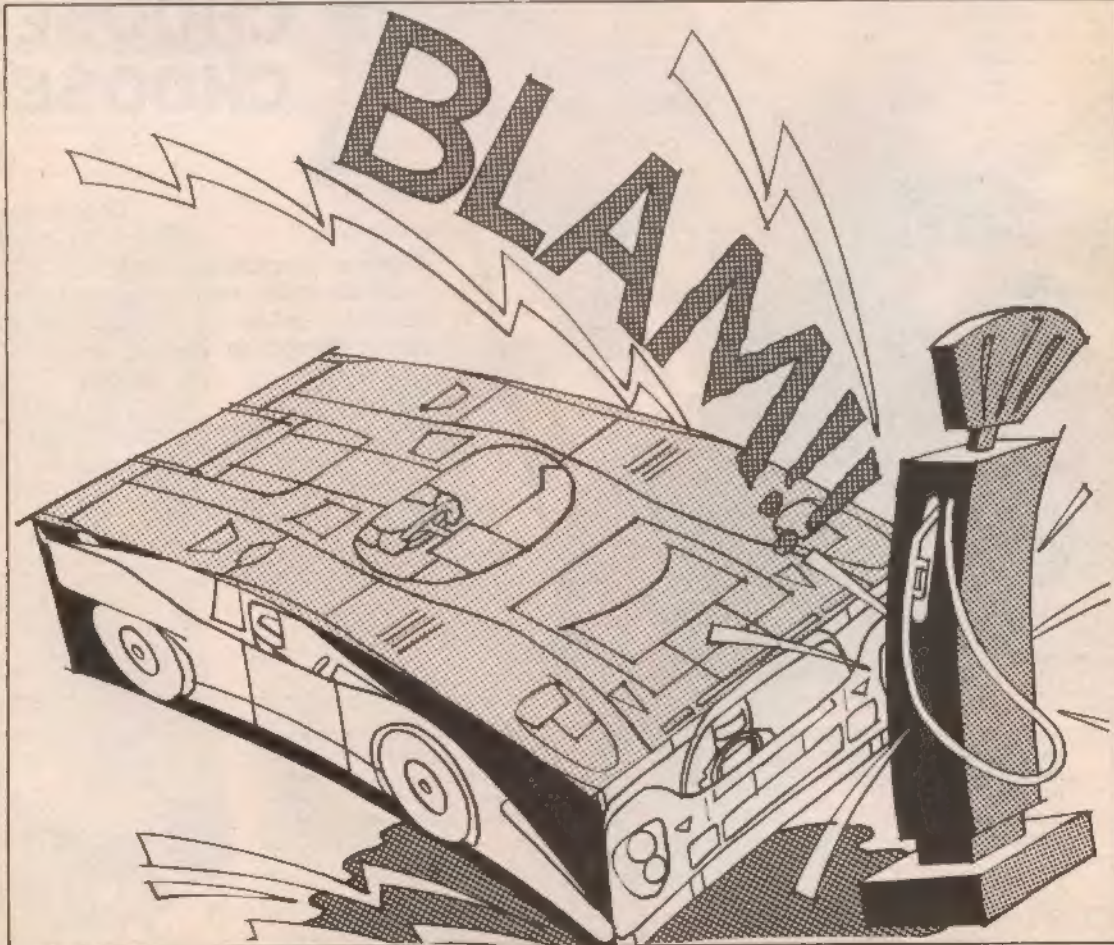
## Program notes

1-2 Sets program variables  
10-50 Sets up user-definable graphics  
500-530 Print start of track  
550 See if car has crashed  
581 Print car: reduce fuel: increase destination  
582-584 Scan keyboard  
586-575 GOSUBs to print various items  
576 Print road straight  
1000-1080 Print road left  
1500-1570 Print road right  
3000-3020 Move car left  
3500-3510 Move car right  
4000-4080 Print cars + fuel pumps

5010-5530 See what car has hit  
6000-6030 Display status  
6040 Another game?  
7000-8030 Instructions

## Variables

CO = Colour  
FU = Fuel  
T = Track position  
C = Cars position  
D = How far travelled  
L = Random number  
P = Random number  
Q = How long track will go left or right  
O = Random number





```

0 GOSUB7000
1 CO=30720:POKE36878,5:POKE36877,
180:FU=800
2 T=7:C=7691:POKE650,255
5 POKE36869,255:PRINT"[CLR]"
10 DATA1,1,1,1,1,1,1,1,128,128,128
,128,128,128,128,128
20 DATA128,64,32,16,8,4,2,1,1,2,4,
8,16,32,64,128
30 DATA24,124,252,254,127,63,30,12
,165,255,189,60,24,90,126,90
40 DATA146,84,56,254,56,84,146,0,0
,0,0,0,0,0,0,0
45 DATA248,252,138,185,137,185,
250,252
50 FORI=7168TO7239:READJ:POKEI,
J:NEXT
500 REM
510 FORI=1TO50
520 PRINTTAB(T)"@GGGGGGGGGA"
530 NEXT
550 IFPEEK(C+22)<>7ANDPEEK(C+22)<>
32THENGOSUB5000
551 POKEC,5:POKEC+CO,0:D=D+1:FU=FU
-1:IFFU<=0THEN6000
552 GETA$:IFD>=1000THEN8000
553 IFA$="2"THENGOSUB3000
554 IFA$="C"THENGOSUB3500
556 IFW=1ANDE=1THENGOSUB4000
557 P=INT(RND(1)*20)+1:IFP>10ANDP
<20THENGOSUB4000
558 IFP=9THENGOSUB4050
559 IFP=5THENGOSUB5500
560 R=INT(RND(1)*9)+1
565 IFR=7THENGOSUB1000
570 IFR=6THENGOSUB1500
574 IFW=1THENGOSUB1025
575 IFE=1THENGOSUB1525
576 PRINTTAB(T)"@GGGGGGGGGA"
577 GOTO550
580 PRINTTAB(T)"@GGGGGGGGGGGA"
1000 REM
1010 L=INT(RND(1)*6)+1
1020 Q=0:W=1
1025 IFT<=1THENRETURN
1030 PRINTTAB(T)"CGGGGGGGGC"
1040 T=T-1:Q=Q+1
1050 IFQ=LTHENW=0:RETURN
1060 RETURN
1500 REM
1510 L=INT(RND(1)*6)+1
1520 Q=0:E=1
1525 IFT>=10THENRETURN
1530 PRINTTAB(T+1)"BGGGGGGGGB"
1540 T=T+1
1550 Q=Q+1
1560 IFQ=LTHENE=0:RETURN
1570 RETURN
3000 REM
3010 POKEC,7:C=C-1:POKEC,5:POKEC+
CO,0
3020 RETURN
3500 POKEC,7:C=C+1:POKEC,5:POKEC
+CO,0
3510 RETURN
4000 REM
4010 O=INT(RND(1)*6)+1
4020 PRINTTAB(T+O)"D"
4080 RETURN
5000 REM
5010 IFPEEK(C+22)=5THEN5040
5020 IFPEEK(C+22)=4THENFU=FU-10:POKE
36877,250:FORI=1TO100:NEXT:POKE36877,0
5030 IFPEEK(C+22)=8THENFU=FU+10:
RETURN 5040 POKEC,6:POKEC+CO,0
5050 POKE36878,15
5060 POKE36877,220:FU=FU-10
5080 FORJ=1STO0STEP-.05:POKE36878,J
:NEXT:POKE36878,15:POKE36877,0:GOTO
6000
5500 REM
5510 O=INT(RND(1)*6)+1
5520 PRINTTAB(T+O)"H"
5530 RETURN
6000 POKE36869,240:PRINT"[CLR]"
6010 PRINT:PRINT:PRINT
6020 PRINT"YOU HAD"FU"UNITS OF
FUEL LEFT."
6030 PRINT:PRINT"AND WAS"1000-
D"MILES FROM HOME."
6040 PRINT:PRINT:PRINT:PRINT"
ANOTHER GAME (Y/N)?"
6044 FORI=1TO2000:NEXT
6045 POKE198,0
6050 GETA$:IFA$=" "THEN6050
6060 IFA$="Y"THENRUN
6070 IFA$="N"THENPRINT"[CLR]":END
6080 GOTO6050
7000 PRINT"[CLR]"
7010 PRINT:PRINT"          TURBO TRACK"
7020 PRINT"          -----"
7025 PRINT:PRINT"          BY P. BIDDLE  +"
7026 PRINT"          A. ASHWORTH"
7030 PRINT:PRINT:PRINT"GUIDE YOU CAR
THROUGH THE DEADLY RACE TRACK"
7040 PRINT"AUDIDING THE CARS AND OIL
SLICKS WHILE HITTING FUEL PUMPS"
7045 PRINT"FOR EXTRA FUEL"
7050 PRINT:PRINT:PRINT"GOOD LUCK"
7060 POKE198,0:WAIT198,1:RETURN
8000 POKE36869,240:PRINT"[CLR]":
PRINT:PRINT:PRINT"CONGRATULATIONS!!!"
8005 POKE36877,0
8010 PRINT:PRINT"YOU HAVE COMPLETED
THE COURSE WITH"FU
8020 PRINT"UNITS OF FUEL LEFT"
8030 GOTO6040

```



## Quick on the draw

Graham Taylor talks to a commercial computer graphics house – Communication Studio

It is easy to get carried away with the visual effects achieved by the latest computer games and forget there is a whole other world of computer graphics – the commercial world where spectacular computer generated designs are used in TV advertisements, rock videos and feature films.

Sometimes the complexity of these effects is such that we can even be fooled into thinking that we are watching a conventionally photographed film or video image and not a computer effect at all.

Communication Studio is one company which specialises in the commercial application of computer graphics. More than that, it presents one of the burgeoning centres for an entirely new kind of professional computer user – the graphic designer with a light pen.

As the director of the Communication Studio, Philip Bergman explains: "We come from a variety of different commercial backgrounds – publishing, advertising, the BBC – but few of us have massive amounts of computer knowledge."

The bulk of the Studio's work is concerned with making promotional and sales displays for large companies. "There tends to be a lot of graph and diagram work, percentage share of the market by some particular product displayed graphically and so on. It's the kind of thing which usually involves hundreds of slides on a carousel – we can do the same thing with a much wider range of graphic possibilities."

We watch a section from a presentation for a well known cigarette brand. Cigarettes grow, shrink, change colour en masse and singly in an illustration of their position in the market. "Obviously we don't have to redraw each item each time for each new section – the design, say, for the cigarette can be stored in the memory and recalled whenever necessary," explained Philip.

Communication Studio clients include, amongst others, Penguin Books, The Open University, Austin Rover, Kellogg's, Lego and Thames Television. "We did part of the

opening credit sequence for the TV series *Database*."

A current project involves presenting some of the material from a medical textbook. "It's interesting because it involves some fairly detailed and accurate work without losing the clear lines that are part of the character of computer graphics."

Watching one of the graphic designers at work I am surprised by how similar the design program he is using is to those graphics packages you might buy for a Commodore or a Spectrum. It has a menu with a list of things like *Draw Line*, *Fill*, *Circle*, *Text*, *Change colour* and so on.

Somehow it's a shock to see something as familiar as 'Press F1 to . . . ' on all this technology. It even says 'are you really sure? Y/N' if you are threatening to do something drastic like wipe a design.

"It reflects the fact that the people using the program are not trained in computers and they need as much user – friendliness as someone who has just bought their computer and is wondering what to do next," says Philip.

Actually, by the standards of the technology used to create the graphics in, say, *Tron*, that used by the Studio is very modest. Roughly the equivalent to what a small business might use for accounting. "We use, as our main machine, a DEC PDP 11 which has been adapted by the addition of a special decoder for Naples standard graphics."

Naples stands for North Atlantic Presentation Level Protocol Syntax – not exactly catchy. What it is, roughly, is a graphic equivalent of MIDI for music or VHS for video – a standard which allows for a kind of advanced Prestel level of graphic, similar but higher resolution.

One important practical advantage of the system is the way it allows use of a small box called a 'presenter'.

"Once we have finished a commissioned work there are a variety of things we can do with it including producing videos in various formats, slides, stills and so on – we

can also use the presenter. The machine can accept an Eprom of the production and then be used as partial computer terminal. We hire one out complete with burnt-in Eprom and then you hook it up to a monitor and it's controlled by a simple push-button to clock between sections."



Philip Bergman, director of Communication Studio

But what's it like for a graphic designer who, after years of training with pencil, pen, paint and paper is confronted with a £20,000 graphics terminal and a light pen?

I spoke to Mark Cornwell who has recently joined the company from the BBC where he worked with its *Paintbox* computer graphic system.

"Although in many ways the same skills you learn with a pencil or a brush are required, you do have to adapt to a new way of thinking. Any individual element of the picture can be treated like a separate picture of its own and so the way you construct a picture, particularly if it isn't a simple representation, is quite different."

"The graphic designers who try to treat the computer screen just like a piece of paper and the light pen like a pencil are the ones who don't really get on with the system."

In many ways the designer is more like an animator. "You always have to think in terms of overlays, not only make things look tight statically but to consider the way images flow into one another. The whole process is so flexible, though, that you can try out many alternative ideas in a much shorter space of time."

There is almost a problem with having too many possibilities. "You have to remember that at all times you are commissioned to do a certain job of work by a company and the message mustn't become subordinate to too many tricks and devices techniques."

David Williams, another graphic designer with the Studio, commented further: "Really the considerations we have are the same as any other designer – what colours will look right, what is the end medium going to be and how can the style be best adapted to it."

What of the future for the company? Philip finds a couple of recent developments particularly interesting. "MSX standardisation might provide a motive for us to move down-market and do things for the home sector. In addition, MIDI [the electronic keyboard communication standard] could enable us to produce a complete sound and music production."





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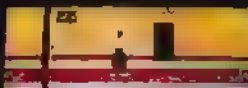
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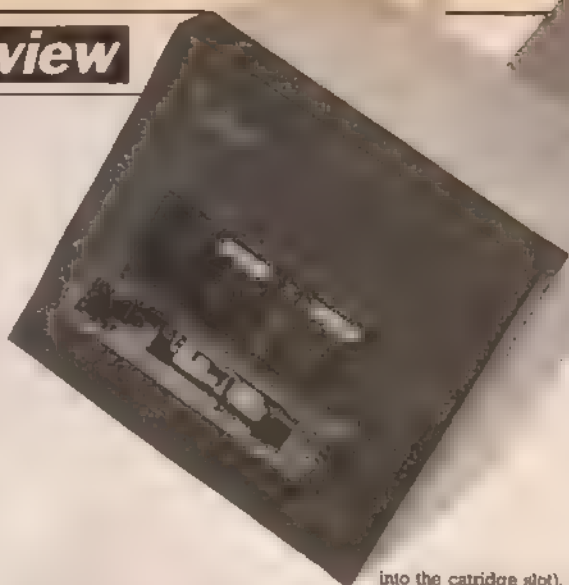
# Hardware Review

## A step-up

**Hardware Ultradrive Price £79.95**  
Plus £3.45 P&P Micro BBC B (reviewed) and Dragon Supplier Ikon Computer Products, Kiln Lake, Laugharne, Carmarthen, Dyfed SA33 4QE

If you can't afford disc drives but find tapes tedious, *Ultradrive* is an alternative worth considering. This cassette drive uses mini cassettes — one-third the size of normal audio cassettes. The trick is that it works very fast indeed. Ikon produced an earlier version intriguingly named *The Hobbit* which cost quite a bit more, but *Ultradrive* is twice as fast.

Each mini-cassette is divided into two "loops" per side when you first format it, and each loop can contain programs or data files. Programs load in a fraction of the time normal tapes require, and what's more you don't have to fiddle about winding through your tape for the start of the program. *Ultradrive* keeps a catalogue at the start of each loop and refers to it each time. It then winds forward to your program and zaps it into the micro. And thereby hangs a tale... that system of referral is fine on discs, but it can get in the way with cassettes. Sometimes you spend more time listening to the cassette rewind to check the index than it takes to load a program when it finally gets there.



With high-speed access it becomes sensible to keep data files for use with your filing programs. By switching to complex mode *Ultradrive* even allows you to open up five different files at once if necessary. (Only the BBC version offers this facility at present, the Dragon version is still a simple single file system.)

The simple file mode does not eat up precious memory and leaves *Page at £600*, while complex mode takes up some memory space. The machine itself is a neat metal 3 1/2" cube which plugs into the User Port and power outlet, while a Rom chip fits inside. (The Dragon version plugs

into the cartridge slot). The review version came with temporary manuals and I trust the final versions will be a little more helpful, since the brief instructions I received would possibly puzzle people not familiar with disc filing systems already. A utility tape is provided with several useful little programs.

No one in their right minds would change down from discs to *Ultradrive*, but it offers an affordable step-up for cassette users. The speed and convenience is easily worth the price. Okay, so each tiny data cassette costs about £3, but that matches top quality disc prices.

**Dave Watterson**

## Rat pack

**Hardware RAT (Remote Action Transmitter) Controller Micro Spectrum Price £29.95 Supplier**  
Cheetah Marketing, 24 Ray Street, London EC1R 3DJ

Sticking a rat in your Spectrum may not sound like a good idea — but when the rodent in question is Cheetah Marketing's RAT (Remote Action Transmitter) joystick, things begin to make more sense.

The RAT does away forever with trailing joystick cables, since it operates by infra-red transmission. A receiver unit plugs into the Spectrum's peripheral port, and the hand unit broadcasts infra-red signals to give the appropriate directions.

The device is compatible with Kempston protocols, so there is already a large library of games which can be used with it, and its controls are also easy to incorporate it into your own Basic programs.

The RAT doesn't look like much to start with — it's constructed of grey plastic which seems to have been chosen for economy rather than looks. The case is long and low and the RAT has a touch-pad instead of a 'stick' arrangement.

The touchpad is as much as a novelty as the infra-red system (a bit like Suncom's Joy Sensor for the Commodore/Atari machines) — it's a flat circular surface which responds to thumb pressure. The Fire control on the RAT works in the same way. The design is such that it's equally easy — or difficult — for left and right-handers to use. Although reaction is almost instantaneous, and there are no moving parts to wear out, a lot of players may be put off the RAT because using it entails learning a whole new playing style.

The RAT needs a nine-volt battery (I can hear it now — "I only missed the high-score because my battery ran out") and the receiver which plugs into the Spectrum has a follow-on edge connector for other peripherals such as speech synthesizers.



The effective range seems to be up to 30 feet, though about 12 would be average. What's more, you don't have to be aiming directly at the receiver — there's a wide margin for error.

It's unfortunate that the three games Cheetah has chosen to launch along with the RAT are not particularly good demonstrations of its capabilities. *Perils of Bear George* is a cutesy character game featuring a greedy bear; *Dragonfire* is an adapted Imagic videogame; and *Moonsweeper* is an unremarkable space shoot-'em-up. Remember though, that the RAT is Kempston compatible, so most Spectrum owners will already have many suitable games.

On the whole the RAT — which will soon be available for the Commodore 64 — seems a reasonable buy at £29.99 — if a bit gimmicky.

It will take lots of practice to become as good a RAT handler as you are on conventional joysticks so don't, as the Cheetah adverts suggest, use your old joystick to stir your tea.

The age of Joystick Wrist may be over, but with the RAT we face the disturbing possibility of a nationwide outbreak of Touchpad Thumb.

**Chris Jenkins**

## Letterstyle

**Program Joystick Art Micro**  
Commodore ■ Price £8.95  
Supplier Innah, 1 Lynton Close,  
Woodley, Reading, Berks RG5  
5SF.

**J**oystick Art ■ yet another drawing program for the Commodore 64.

It doesn't have anything astounding about it but it does have the virtue of providing more or less any option you could ever want.

You can use either the keyboard or joystick to control a drawing cursor, construct lines, draw various sorts of

boxes, triangles, rectangles, ellipses, and circles and fill them in. You also have a choice of five different lettering styles and heights to choose from.

A simple manual lists the facilities and shows you how to use the and results in your own programs.

Better than most ■ the other drawing programs around at the moment. Most of these options have a choice of three styles from which to choose, boxes can be opened or closed. With a joystick you hardly need to use the keyboard at all.

Ian Waltham



## Parking cones

**Program Smash and Grab**  
Price £6.95 Micro BBC ■  
Supplier Superior Software Regent  
House, Skinner Lane,  
Leeds 7

**A**ny variation of the Monsters/Killer Gorilla theme has to be very good indeed to make any impact on the market. In *Smash and Grab* you play the Bank Robber attempting to collect bags of gold falling from a smashed bank window. Simple, yes, but not with an agile policeman hot on your trail, ladders ■ scale and a variety of obstacles (including flying parking cones and mysterious rise-and-fall dustbin lids) out to get you.

The graphics are smart and amusing, and so the game ■ easy to play even on a black and white monitor. The instruc-

tions, too, are simply written and clearly printed for the younger player. I found the Bank Robber's movements frustratingly slow, especially when compared with the speed of the policeman opponent, although playing with joysticks might be an advantage here.

I suspect that prolonged playing would enable you to discern patterns ■ movement and attack which might make it boring to repeat but I was not sufficiently interested in the game to get past that stage.

*Smash and Grab* would appeal to new users unfamiliar with similar games, but it seems to have no radically new inventions to give it the edge over others available. But the parking cones might just grab Terry Wogan fans.

Carol White



## Factory floor

**Program Uncle Claude Micro**  
BBC B Price £6.95 Supplier  
Alligata Software, 1 Orange  
Street, Sheffield ■ 4DW.

**W**orkers, it's time to strike back! Uncle Claude, the arch-capitalist is planning to withhold his stocks of electrical equipment to increase his profits. Jobs are threatened... It's up ■ you - Micro Micky - to break into the factory at night and load up the conveyor belt. But watch out, Uncle Claude and the corporation are lying in wait to stop you.

It's a long night's work ahead of you... to get through 11 levels of electrical goods, from

strip plugs and cassettes all the way up to the top flight products, synthesizers, TV sets, 'cruise missiles' and finally... the BBC Model B's. Twelve of each product must be loaded onto the conveyor belt before you can collect the key to the next level.

The action takes place in four different settings, two of which involve pushing the goods through gaps in a force barrier. Also, you can temporarily get Uncle C out of the way by flattening him with his own products as you push them around the factory. Keyboard or joystick controls may be used, either way your task is not easy so watch out or you'll soon become an ambulance case.

Finally, am I imagining things or could Uncle Claude possibly be related to Uncle Clive? - there's a certain passing resemblance in the picture on the box. More entertaining arcade action from Alligata.

Simon Wilson



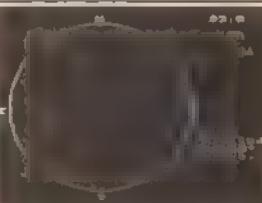
## Star chart

**Program Astronomer Micro**  
Spectrum 48K Price £9.95 Supplier  
CP Software, 2 Glebe  
Road, Uxbridge, Middx UB8  
3RD.

**T**his program is nicely menu driven with six main options and computes sidereal (star) time, the position of 16 bodies in the Solar System including two comets. It animates some of them and plots the night sky for any date, time and place with good accuracy.

No clue is given as to the brightness of what prove to be the fainter planets and comets, so the program's star charts, covering approximately 30° x 20° each, are too sparse of stars (limiting magnitude 4.75) to be of practical use here. But I admire the programmer's dedication in producing these charts covering the whole star sphere. An option to link the stars into their constellations is included.

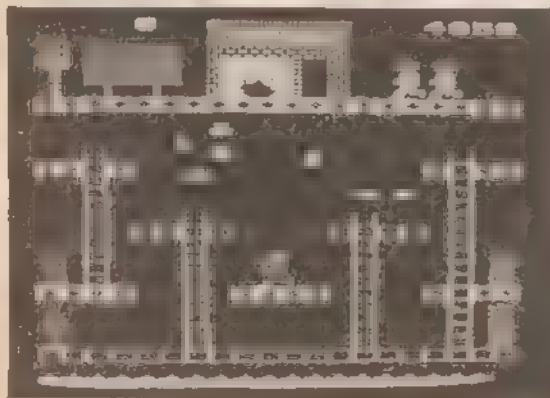
The program does have some shortcomings: from plotting the star Mira too bright,



causing a star just touching London's south horizon to hover there for two and a quarter hours, to computing Comet Halley's distance from Earth constantly wrong, to the test sample sky that is four hours adrift from reality.

The otherwise excellent 16-page manual compounds the latter error by stating that "Orion is rising in the ESE" when it should be in the SSW for that date and hour. Re-entering these again gives the correct view, but only after an 11 minute "Please wait" interlude whilst all 1000 or so stars in the database are re-computed, whether visible or not.

This interlude precedes any new night sky view even if changed by one second - itself an unnecessary luxury. A





minimum option of one minute would suffice when it is appreciated that the outer planets, for example, don't "move" noticeably over 24 hours. The planets must be computed separately by keying the menu before they can be plotted onto the starcharts. All the data and

charts can be committed to the printer.

The program has some commendable ideas and is attractively boxed, but is a little overpriced.

Maurice Gavin



## Skeletal

**Program Frank n Stein Micro**  
Spectrum Price £5.95 Supplier  
PSS, 482 Stoney Stanton Road,  
Coventry CV6 8DG

The first thing that struck me about this game was its similarity to *Manic Miner* and *Jetset Willy*. But I then realised that it is an almost exact likeness of Virgin's *Dr Franky and the Monsters*.

There are two differences between the games from Virgin and PSS — that from PSS has 46 more screens, each of which is more complex than those in Virgin's program, and secondly, the PSS game is good. Very good.

The object is to move around the screen, collecting a series of bones which combine to form a skeleton — this is shown

building up as you go at the top right-hand corner of the screen. What you are constructing is a monster, which, when 'activated' (you do this by pulling the switch at the top of each screen) comes to life.

The graphics in the game echo those in *Manic Miner*, the sizes of the various different things being similar. Although this does not allow quite as much detail as there is in, say, *Mugsy*, it means that more can be fitted onto each screen, giving each *Franky* a longer 'life' as far as the player is concerned. My review copy enabled me to start at any of the first 25 screens, which appear to get more difficult as you progress.

This game is for me the best release yet from PSS — better than both *Blade Alley* and *Les Fics*.

David Lester



## Visible mine

**Program Mined-out Micro**  
Oric Price £6.99 Supplier  
Quicksilver, PO Box 6, Wimborne, Dorset

The pun in the title of Quicksilver's *Mined-out* reveals the idea of the game.

The screen depicts a minefield, which you must cross being careful to avoid the invi-



sible mines. As you go you leave a trail of 'string' — of which there is a limited amount — and a line at the top of the screen indicates how many mines are adjacent to the

## Check-out

**Program Trollie Wallie Micro**  
Commodore 64 Price £7.00  
Supplier Interceptor Micro,  
Lindon House, The Green, Tadley, Hants.

Interceptor Micro's *Wallie* is apparently a 'well established' character in games like *Wheeler Wallie* and *Wallie Goes to Rhymeland*.

The last part of this trilogy is *Trollie Wallie* in which *Wallie* visits the supermarket.

The idea is that you guide *Wallie* around the store which is chock full of shopping items

for *Wallie* to collect — 40 in fact. *Wallie* must collect them five at a time only (he can carry no more), take them to the check-out till, and then pay for them.

The supermarket proves to be a maze of wrong turnings and seemingly impassable obstacles and I must admit I've always found supermarkets to be a bit like that too. Solving the game requires both speed and thought as you search for the elusive switches that open barriers, and avoid the usual bizarre collection of weirdies.

Ian Waltham



## Space base

**Program Vagan Attack Micro**  
Spectrum Price £1.99 Supplier  
Atlantis, ■ Prebend Street,  
London N1 8PF

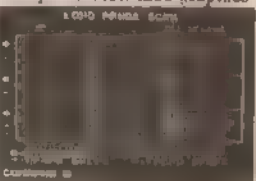
This is the first release I have seen from the budget price software company, Atlantis which is selling games at just £1.99 a time.

Despite the arcade-action tone of the title, this is just another version of *Star Trek*. My only experience of this age-old computer game is *Star Trek* from R and R, which I quite enjoyed. Although the game is, it must be said, slightly dated now, if you engross yourself in it to the same extent as you might in, say, *Jetset Willy*, you will almost certainly get as much enjoyment out of it.

In case you do not know what the game is about, here is a rough idea: the galaxy (or your area of it, at any rate) has been invaded (usually by Klingons, but in *Vagan Attack*, it is, not surprisingly, by Va-

gans). These dastardly aliens have space ships and space stations, as do you, the Captain of the USS *Andromeda* (the USS *Enterprise* in the original version). You give the computer commands and direct your ship and Star Bases (space stations) as best you can to try and defeat the invaders.

This version from Atlantis has nothing especially new, except for a few nice graphics



now and then. It is written in Basic, which does not usually matter with a game of this nature.

If you like strategy games with a slight war-like slant to them, and do not already own a version of *Star Trek*, then you would be hard-pressed to do better than this one.

David Lester



square you occupy. Each time you successfully cross the minefield you go up a level.

After Level 1 things hot-up. You can now start rescuing maidens for extra points (what about all the gents in distress?) and, appearing randomly across the screen, is the mine-layer. This character is actually helpful since it replaces invisible mines with visible ones. Of course with each new level there are more mines layered and after Level 4 a spider-like

bug starts to follow you around.

This game is neither a frantic chase nor a tour de force of co-ordination so at first it seems quite easy. But to advance through many levels you inevitably end up taking some risks and stepping on a mine. Exit stage left, start again.

I found there was not enough variety to keep playing, game after game.

Vic Fielder



## Trophy

**Program Room Lord Micro**  
Commodore ■ Price £6.95  
Supplier Paramount, 67 Bishop-  
hopton Lane, Stockton-on-  
Tees, Cleveland TS18 1PU

**R**oom Lord is a dodge and search game in which you retrieve precious heirlooms from a ghost-ridden mansion just chock full of demons, cyclopes, chinese dragons and the rest.

You have to make your way room by room through a total of 16 screens, grabbing the goodies and making sure nothing else grabs you.

Like *Minor*, from which so many games now seem to derive, the way to successfully retrieve each item is often not immediately obvious.

Aside from getting the monsters, you also have to find the exit and all this within a time limit. Make it through all the rooms, including a special one on the last level you may only enter on completing the others, and you are awarded a display of a golden trophy.

If you haven't got tired of this type of game then it could be worth a look.

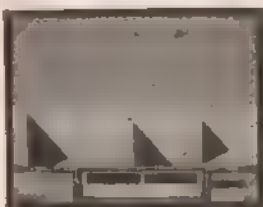
Ian Waltham



baddies and refuel your plane without getting yourself shot game, but with an excellent 3D landscape of blitzed buildings and incredible sound effects.

In version one you were up against nasty turbo fighters. In this new one the baddies are missile-equipped helicopters.

Aside from the helicopters



— which dodge all over the place — there are flak batteries taking pot shots from the ground and radar jammers that occasionally mean you are flying blind not knowing where the next attack is coming from. In FPU not only can you shoot air-to-air, but you can — and must — also attack ground targets using air-to-ground missiles. If you liked number one then you'll like number two — the formula isn't exhausted yet.

Ian Waltham



## Blitzed

**Program Falcon Patrol II Micro**  
Commodore 64 Price £8.95  
Supplier Virgin Games, 2-4 Vernon Yard, Portobello Road, London W11 2DX

**F**alcon Patrol was probably the most successful and best of all Virgin's early software issues. Now here comes the sequel FPU and it's more of the same.



For those who never saw the original, *Falcon Patrol* was a fairly straightforward shoot

## Ice caves

**Program Xanadu Cottage and Ebony Tower** Price £8.95 Micro  
BBC B Supplier Alligata Software Ltd, 1 Orange Street, Sheffield S1 4DW.

**T**he new twin-adventure package from Alligata features a double helping of mystery in the form of *Ebony Tower* and *Xanadu Cottage*.

Both are fairly standard adventures, with an on-screen description of the various locations — no graphics unfortunately. A glance at the vocabulary accepted in the two adventures, which comprises a section in the rather brief instructions, reveals the standard directional commands and facilities to save the present

position for reloading later, plus a range of additional instructions from the obviously useful (Kill, Pray, etc) to the 'presumably useful' — when do you Krie?

The games cover two favourite adventure themes: *Xanadu Cottage* is a treasure hunt in the forests, ice caves, mazes, tunnels and passages — plus, according to the instructions, factory and leisure dome (which I have yet to discover) — surrounding the cottage. *Ebony Tower*, on the other hand, is a quest to unravel the secrets of an island kingdom, or should that be 'dragonland', in which the usual types of magical characters (dwarfs, hobgoblins, etc) are encountered before the final confrontation with the dragon which inhabits the *Ebony* tower.

Although I did not have time

to penetrate very far into either game, if they continue in the



manner in which they began, both should provide a very satisfactory balance between those attributes of the adventure game, problems and frustrations. The locations are well constructed and the puzzles sufficiently devious to occupy both one's logic circuits and imagination.

Simon Wilson



## Hyperdrive

**Program Galaxy Raiders** Price £8.95 Micro  
BBC B Supplier Visions, 1 Felgate Mews, Studland Street, London W6.

**I**s the world ready for yet another version of *Star Trek*? It was probably the first long game most of us typed in from magazine listings. Still, Visions have had Ian Valentine produce another version of the arcade/strategy game.

You captain a space craft equipped with phasers, missiles, hyperdrive and target computer. A galactic map shows all known space and indicates the position of starbases and enemy craft. You can refuel at starbases but have to protect them from enemy

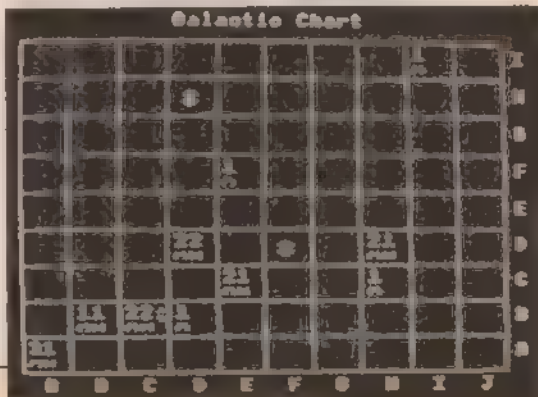
attack.

Hyperdrive to the sector danger, then use your computer on the forward view to track down and shoot the bad guys. Damage reports are available and you must watch your energy levels.


This is a very good implementation and getting the hang of it is quite tricky. Your moves have to be subtle and wary of enemy strategies. If you are successful you move up through the ranks from novice to star commander — but the task gets harder at each level.

The irony is that Gene Roddenberry created the *Star Trek* TV series to spread a message of peaceful co-existence and now it has become a shoot-first-ask-later game.

Dave Watkinson







AUTOMATA U.K. PRESENTS  
YOURSELF  
IAN DURY  
JON PERTWEE  
MEL CROUCHER  
DONNA BAILEY  
and FRANKIE HOWERD in

# DEVS EX MACHINA

WRITTEN AND DIRECTED BY MEL CROUCHER  
48K ZX SPECTRUM PROGRAM BY ANDREW STAGG





## By definition

Ian Logan shows you how to produce user-defined graphics characters on your QL

The QL and the Spectrum are meant to be complementary machines and are not intended to compete with each other.

Hence, the ability to define one's own graphics characteristics, which is so much a feature of the Spectrum, was purposely left out of the QL's SuperBasic.

However, within certain limits, it is still relatively easy to create user-defined graphics (UDG's) on the QL. All that is required is an understanding of how the standard characters are produced.

The character set for the characters from Space to copyright symbol (addresses 20H to 7FH, 32 to 127 dec) is to be found in the QL's read-only memory (Rom). However, its base address varies from the Rom version to another and it is perhaps best to find this address by looking into a channel header block. For example, if the standard channels 0,1 and 2 have not been distributed, the base address of the first character sets is given by

```
PRINT PEEK-L(167722)
```

Note, there is normally a separate character set for the characters 80H to BFH (128 to 191 dec); and this set's base address is found by using

```
PRINT PEEK-L(167786)
```

Each character set has eleven header bytes. These are: 1) The character code below the starting character, ie, if the first character is to be character 20H (32 dec), then this byte is 1FH (31 dec)

2) The number of character forms held in the current set, ie, for characters 20H to 7FH (32 to 127 dec) this byte is 60H (96 dec).

3-11) Nine bytes to hold the form of a 'default character', ie, normally the QL uses "542854285428542854H" which gives a cross-hatch character.

The main body of the character set holds the character forms as all the characters. Each character has its form held in nine consecutive bytes, but, in each byte, only bits 6,5,4,3 and 2 are used.

As an example consider the form for the character 'T'. The bytes are "007C04081020404000H", which can be represented as:

00H,0 dec	00000000
7CH,124 dec	01111111
04H,4 dec	00001000
08H,8 dec	00000100
10H,16 dec	00000010
20H,32 dec	00000001
40H,64 dec	00000000
40H,128 dec	00000000
00H,0 dec	00000000

Now try the accompanying QL UDG program made up of the following four procedures.

**Procedure adg.** This is called just once. The procedure identifies the 'old' character set base address and copies over the

whole of the set into the resident procedure area. Then, procedures 'newset' and 'defchars' are called.

**Procedure defchars.** This is a simple procedure that allows you to define your own characters. The new character is displayed as it is created. This procedure can be called independently, as required.

**Procedures newset and oldset.** These procedures allow you to 'toggle', if wished, from the oldset to the newset, or vice-versa.

```
100 DEFINE PROCEDURE udd
110 chan1font=167722
120 oldbase=PEEK_L(chan1font)
130 newbase=RESPR(875)
140 FOR d=0 TO 875 STEP 4
150 POKE_L newbase+d,PEEK_L(oldbase+d)
160 END FOR d
170 newset
180 defchars
190 END DEFINE udd
200 REMARK .....
210 DEFINE PROCEDURE defchars
220 CLS
230 REPEAT loop
240 PRINT "Select the character to be re-defined"
    \ "by entering its code (32-127)
    \ "Use anything else to quit."
250 INPUT \ "Character code? "a:
260 PRINT "    Character <";CHR$(a);">"
270 IF a<32 OR a>127 THEN EXIT loop
280 PRINT\ "Now enter the 9 values (0-255) for" \
    "this character" \
290 charbase=newbase+10+(a-32)*9
300 PRINT "    Old    New    Character"
310 FOR d=1 TO 9
320 PRINT "Line ";d;"    ";PEEK(charbase+d).
330 INPUT b:
340 IF b<0 OR b>255 THEN PRINT \: EXIT d
350 POKE charbase+d,b
360 PRINT "    <";CHR$(a);">"
370 END FOR d
380 PRINT "Another character? (y/n) ";
390 INPUT a$
400 IF a$="y" THEN CLS: NEXT loop
410 EXIT loop
420 END REPEAT loop
430 END DEFINE defchars
440 REMARK .....
450 DEFINE PROCEDURE newset
460 POKE_L chan1font,newbase
470 END DEFINE newset
480 REMARK .....
490 DEFINE PROCEDURE oldset
500 POKE_L chan1font,oldbase
510 END DEFINE oldset
520 REMARK .....
```

# Testing, testing . . .

A simple word test for young children by J Blow

**W**ord Test is a simple program for children of primary school age. It was written for my six year-old son who wanted to copy words from his school reading books and found concentration a problem.

The program runs from Line 1200, the start of the main loop, sets up the required variables and Gosubs to line 1135.

Line 1149 is the screen introduction. The child's name is entered as P\$ in Line 1150 and printed at the top of the screen. A keypress is then awaited in Line 1190. This pause allows time for pencil and paper to be found.

After the keypress, the first word in A\$ is printed, a prompt is given and the timer is

started and displayed. The child then writes the word down on a sheet of paper and when s/he has finished the Y key is pressed, the time taken to write down the word is recorded, and the next word is displayed.

If the time taken for the child to write down the word reaches 100 seconds before the Y-key is pressed, then the program displays "Time Up" and an audible tone is heard. The next word is then printed.

At the end of the ten words a 'results' screen is printed showing the ten words and the times taken to write them out. A print-out of this screen can be made.

If you want to change the words stored in A\$ — the words to be tested — just type

Run and the routine at Line 1420 to enter new data is called.

The words are stored in A\$ with a space between each word; eg, A\$ = "Word1 Word2 Word3... Word10". Each word should not be more than nine letters long and must end in a space. Rem statements in the program show the main routines for those who may wish to modify and improve the program for their own use.

The large-print routine is borrowed from the excellent *Horizon* demo tape. To save the 300 bytes of machine code required for this program, load any program on side II of the *Horizon* tape. Then stop the Basic program using Caps and Break and type in, as a direct command, Save "mc" 32256, 300. Save this machine-code directly after the loader program in Fig 1. Then type in the main program (Fig 2) and save it using Goto 1455.

Run the program and enter your ten chosen words and then the test can begin.

Fig 1.

```
1 CLEAR 32255, LOAD "mc" CODE
32256, 300: LOAD "wordtest 1"
2 STOP
3 SAVE "loader" LINE 1
4 SAVE "mc" CODE 32256, 300
```

Fig 2.

```
1 REM START PROG AT 1200
10 REM initialise new words
1001 LET A$="" : GO TO 1420
1010 REM large print
1020 LET P$=(255-8*XS*LEN P$)/2
1025 LET P$=23306
1030 POKE 1,XX: POKE 1+1,Y$ POKE
1+2,X$: POKE 1+3,Y$: POKE 1+4,
1035 LET I=1+3
1040 LET W=LEN P$
1045 FOR N=1 TO W
1050 POKE 1+N,CODE P$(N)
1055 NEXT N
1060 POKE 1+W+1,255
1065 LET W=USR 32256: RETURN
1070 BEEP 1,1
1075 REM subscripts
1080 FLASH 0: INK 0: LET P$="Pre
ss any key to continue"
1085 LET XS=1: LET YS=2: LET YZ=
140
1090 GO SUB 1020: RETURN
1095 FLASH 0: INK 0: LET P$= "P
ss SPACE key when ready"
1100 LET XS=1: LET YS=3: LET YZ=
166
1105 GO SUB 1020: RETURN
1110 FLASH 0: INK 0: LET P$="Hav
e you written the word?"
1115 LET XS=1: LET YS=3: LET YZ=
166
1120 GO SUB 1020: RETURN
1125 FLASH 0: INK 0: LET P$="C
o you want another go?"
1130 LET XS=1: LET YS=3: LET YZ=
150
1135 GO SUB 1020: RETURN
1140 REM Screen introduction
1145 OVER 0: PAPER 7: BORDER 2:
FLASH 0: INVERSE 0: BRIGHT 0: IN
K 1: CLS
```

```
1150 LET P$="Philip Blow."
1155 LET YZ=5: LET XS=2: LET YS=
3
1160 GO SUB 1020
1165 LET YZ=70: LET P$="Word Tes
t": FLASH 0: INK 2
1170 LET XS=3: LET YS=3
1175 GO SUB 1020
1180 IF X=0 THEN GO SUB 1080
1185 IF Y=1 THEN GO SUB 1125
1190 PAUSE 0 GO TO 1235
1195 REM Main Loop
1200 DIM P(100): DIM I(10): LET
S=1: LET X=0
1205 LET Y=0
1210 FOR N=1 TO LEN A$+1: LET P(I
N)=LEN A$: NEXT N
1215 FOR F=1 TO (LEN A$)-1
1220 IF A$(F)="" THEN LET P(S)=
F: LET S=S+1
```

```
1225 NEXT F
1230 GO SUB 1145: PAUSE 300
1235 CLS : FOR J=1 TO 10
1240 LET J=J+1
1245 LET P$=A$(P(J)) TO P(S+1)
1250 LET YZ=60: LET XS=3: LET YS=
3
1255 GO SUB 1020
1260 GO SUB 1110
```

```
1265 LET THREE
1270 LET X=0
1275 LET Y=INT (1+30+1.5)
1280 LET I=0: LET M=0: LET N=0:
LET S=0
1285 LET I=0: LET I=0: LET S=0
1290 POKE 23674,0: POKE 23673,0
1295 POKE 23672,0
1295 DEF FN O=INT (15536/PEEK
23674)+1255/PEEK 23673/PEEK 23672
13000
13005 LET I=FN O: LET Y=FN O+1
13010 LET I=I+1485: I=I-1172
13015 IF X=0 THEN GO TO 1306
13020 LET X=X+1
13025 IF X=10 THEN GO TO 1355
1325 LET N=N+1: LET O=0
```



```

1332 IF n<6 THEN GO TO 1355
1335 LET m=m+1: LET n=0
1340 IF l*10+m=60 THEN GO TO 1280
1345 IF m<10 THEN GO TO 1355
1350 LET l=l+1: LET m=0
1355 PRINT AT 5,13: l;m: " "
1357 LET l(j)=x
1360 IF INKEY$="Y" OR INKEY$="y"
    THEN CLS: GO TO 1400
1365 LET r=r+1
1370 LET x=x+1
1375 IF x=100 THEN GO TO 1335
1380 GO TO 1300
1385 PRINT AT 12,11: FLASH 1: " T
    ime taken to
    write these words"
1390 FOR a=1 TO 30: BEEP .05,30
    BEEP .05,20: NEXT a
1395 PAUSE 100: FLASH 0: CLS
1400 NEXT j
1403 PRINT AT 2,0: "Time taken to
    write these words"
1405 FOR q=1 TO 10: PRINT AT 3+q
    ,3:A$(P(q) TO P(q+1)),AT 3+q,15:
    GOTO 1419: AT 3+q,19: " Seconds": NEXT
    q
1407 INPUT , COPY 1), x$. IF x$
    ="y" OR x$="Y" THEN COPY
1408 REM GO SUB 1095: PAUSE 0
1410 GO SUB 1125: INPUT x$: IF x
    $="y" OR x$="Y" THEN GO TO 1200
1415 STOP: REM New Data
1420 CLS: PRINT : "ENTER NEW DAT
    A"
1423 LET A$=" "
1424 FOR n=1 TO 10
1425 INPUT , "Enter new word, and
    end with a SPACE ", b$
1430 LET A$=A$+b$
1435 BEEP 1,1
1440 IF INKEY$=" " THEN STOP
1445 NEXT n: PRINT : "10 words en
    tered": PAUSE 100: GO TO 1005
1450 STOP
1455 SAVE "wordtest 1" LINE 1200
1500 STOP

```

Time taken to write these words

still	18	Seconds
back	14	Seconds
feel	21	Seconds
stuck	42	Seconds
tried	70	Seconds
over	17	Seconds
there	39	Seconds
polled	22	Seconds
rope	14	Seconds
feather	65	Seconds

00.23

feather

Have you written the word?

# The computer game is DEAD...

# On the construction site

High-resolution character design by B P Hatton

**A**lthough the Dragon does not have a direct high-resolution text facility, characters can be drawn fairly easily from a prepared list.

The program below is designed to simplify construction and relative positioning of characters or even whole words.

Use of the keyboard for the drawing operation gives much better control than a joystick.

After each point, the condensed string (up to 255 characters) for your design can be listed on the text screen ready to incorporate directly in a program.

## Program notes

10-80	Introduction
100-110	Create string space
130-240	Instructions
250	Start continue routine
270	Initialise variables
280-310	Flashing cursor
320	Set last point
330-390	Keyboard input
400-470	Toggle cursor on/off
600-610	Condense string

```

10 REM*****
20 REM* *
30 REMHIGH RESOLUTION*
40 REM* CHARACTERS *
50 REM* (C) 1984 *
60 REM* BRIAN HATTON *
70 REM* *
80 REM*****

90 REM*CHARACTER STRING*
100 CLEAR 1000
110 DIM D$(1000)
120 REM*INSTRUCTIONS*
130 CLS
140 PRINT@40,"character
design"
150 PRINT@72,"ON PRESSIN
G ANY KEY TO LEAVE THIS
PAGE A SMALL CURSOR WI
LL APPEAR CENTRE SCREEN
"
160 PRINT@160,"press any
key TO DRAW OR MOVE."
170 PRINT@192,"-1/↑+up/d
own, DIAGONALS."
180 PRINT@229,"-c TO CAN
CEL DIAGONALS "
190 PRINT@261,"-o TO MOV
E AND NOT DRAW "
200 PRINT@293,"-p TO REG
AIN DRAW "
210 PRINT@325,"-e TO EXA
MINE STRING "
220 PRINT@357,"-k TO CON
TINUE STRING."
230 PRINT@389,"-i FOR IN
STRUCTIONS."
240 PRINT@421,"-s TO RES
TART."
250 PRINT@456,"any key t
o start" EXEC 41194
260 REM*SET VARIABLES*
270 PMODE4 PCLSI SCREEN1
@ H=128 B=96 P=1 D$=""

```

```

O=0 Z=0 CLS X=0
280 REM*KEYBOARD DRAW*
290 PSET(A,B P)
300 PSET(A,B,Q)
310 I$=INKEY$:IF I$="" T
HEN 290
320 IF X=1 THEN PSET(S,T
@):X=0
330 IF I$="E" THEN CLS:P
RINT"STRING IS ":"BM 128
. 96.":D$
340 IF I$="S" THEN 270
350 IF I$="I" THEN 130
360 IF I$="K" THEN PMODE
4 SCREEN1 @:GOTO 290
370 IF I$="C" THEN Z=0:G
OTO 290
380 IF I$="L" THEN Z=1:G
OTO 290
390 IF I$="R" THEN Z=2:G
OTO 290
400 IF I$="↑" AND D=0 AN
D Z=0 THEN D$=D$+"U1" B=
B+1 GOTO 600
410 IF I$=CHR$(10) AND D
=0 AND Z=0 THEN D$=D$+"D
1" B=B+1 GOTO 600
420 IF I$=CHR$(9) AND D=
0 THEN D$=D$+"R1" A=A+1:
GOTO 600
430 IF I$=CHR$(8) AND D=
0 THEN D$=D$+"L1" A=A+1:
GOTO 600
440 IF I$="↑" AND D=0 AN
D Z=2 THEN D$=D$+"E1" A=
A+1 B=B+1 GOTO 600
450 IF I$=CHR$(10) AND D
=0 AND Z=2 THEN D$=D$+"F
1" A=A+1 B=B+1 GOTO 600
460 IF I$=CHR$(10) AND D
=0 AND Z=1 THEN D$=D$+"G
1" A=A+1 B=B+1 GOTO 600

```

```

470 IF I$="↑" AND D=0 AN
D Z=1 THEN D$=D$+"H1" A=
A+1 B=B+1 GOTO 600
480 IF I$="↑" AND D=1 AN
D Z=0 THEN B=B+1 GOTO 29
0
490 IF I$=CHR$(10) AND D
=1 AND Z=0 THEN B=B+1 GO
TO 290
500 IF I$=CHR$(9) AND D=
1 THEN A=A+1 GOTO 290
510 IF I$=CHR$(8) AND D=
1 THEN A=A+1 GOTO 290
520 IF I$="↑" AND D=1 AN
D Z=2 THEN A=A+1 B=B+1:G
OTO 290
530 IF I$=CHR$(10) AND D
=1 AND Z=2 THEN A=A+1 B=
B+1 GOTO 290
540 IF I$=CHR$(10) AND D
=1 AND Z=1 THEN A=A+1 B=
B+1 GOTO 290
550 IF I$="↑" AND D=1 AN
D Z=1 THEN A=A+1 B=B+1:G
OTO 290
560 IF I$="O" AND P=1 TH
EN P=0 O=1 D$=D$+"", D=1
S=A T=B I=1 GOTO 290
570 IF I$="O" AND P=0 TH
EN P=1 O=0 D$=D$+"BM"+ST
R$(A)+" "+STR$(B)+", " D=
0 GOTO 290
580 GOTO 290
590 REM*REDUCE STRING*
600 IF LEN(D$)<4 THEN 62
0
610 IF MID$(D$,LEN(D$)-1
,1)=MID$(D$,LEN(D$)-3,1)
THEN D$=LEFT$(D$,LEN(D$
)-3)+RIGHT$(STR$(VAL(MID
$(D$,LEN(D$)-2,1))+1),1)
620 GOTO 290

```



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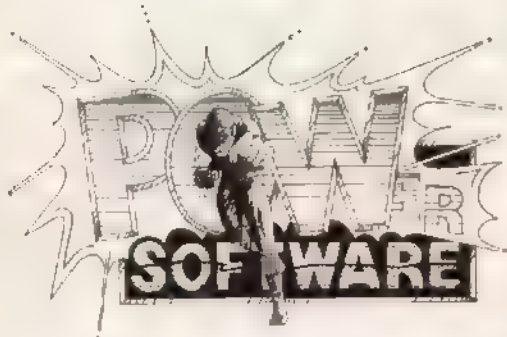
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## Painting by numbers

Computer Art, a sophisticated graphics drawing program by Michael Griffin

This program allows you to create complicated pictures on screen using a simple single-key system of instructions and either a joystick or the cursor keys.

As well as facilities like Line and Arc the program has a number of different area fills giving a variety of effects and also a facility to add text to the picture. The program will be published in two parts.

Going through Computer Art's commands, one by one:

**Rubber banding.** Accessed by pressing function key 0. This temporarily draws a line from the current cross position to the co-ordinates of a point called 'Point', it then self-erases.

**Move Point.** Accessed by pressing function key 1. This changes the co-ordinates of Point to be identical with those of the current cross position. This function is accompanied by a warning beep.

**Vertical line.** Accessed by pressing function key 2. This draws a vertical line from Point up or down to the vertical value of the cross.

**Horizontal line.** Accessed by pressing function key 3. This draws a horizontal line from Point left or right to the horizontal value of the cross.

**Draw line.** Accessed by pressing function key 4. This draws a line from Point to the cross.

**Draw and move.** Accessed by pressing

function key 5. This draws a line from Point to the cross and resets Point's co-ordinates to be that of the cross. Accompanied by a warning beep.

**Rectangle.** Accessed by pressing function key 6. This draws a rectangle from Point to the cross.

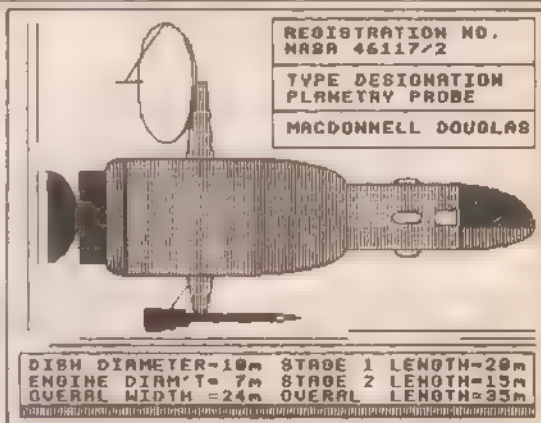
**Ellipse.** Accessed by pressing function key 7. This draws an ellipse (or circle) with its centre at Point and with radii the respective differences between the horizontal and vertical co-ordinates of Point and the cross, ie, the white horizontal and vertical lines in Rubber band mode.

**Place text.** Accessed by pressing function key 9. This allows text to be typed in at the current cross position.

**Place text.** Accessed by pressing function key 8. This allows text to be typed in at the current cross position.

**Air brush.** Accessed by pressing function key 9. This creates a stippled effect by allotting a number of dots around the position of the cross.

The second and concluding part of Computer Art will be printed next week.



```
10 REM ***** COMPUTER ART PROGRAM *****
20 REM ***** BY MIKE GRIFFIN 1984 *****
30 #TV253
40 MODE 1
50 ON ERROR VDU1,13,3:GOTO110
60 PROCASSEMBLE
70 PROCKEYS
80 PRINT"Hit RETURN to start"
90 R%:=GET: S%:=TRUE: J%:=0
100 CLS
110 PROCROSS
120 REPEAT
130 PROC RUBBER
140 PROCROSS:PROCSTIX:PROCROSS
150 IF INKEY(-33) R%:=TRUE ELSE R%:=FALSE
160 PROC RUBBER
170 IF INKEY(-110) PROCPOINT
180 IF INKEY(-115) PROCVLINE
190 IF INKEY(-116) PROCHLINE
200 IF INKEY(-21) PROCLINE
210 IF INKEY(-117) PROCLINE
220 IF INKEY(-118) PROCBOX
230 IF INKEY(-23) PROCIRCLE
240 IF INKEY(-119) PROCTEXT
250 IF INKEY(-97) VDU1: S%:=S%-1
260 IF INKEY(-1) PROCDATA
270 IF INKEY(-98) PROCDELETE
280 IF INKEY(-49) J%:=0: PROC FILL
290 IF INKEY(-74) PROCP2
300 IF INKEY(-120) PROCBRUSH
310 IF INKEY(-106) PROCCHOICE
```

```
320 IF INKEY(-50) J%:=1: PROC FILL
330 IF INKEY(-18) J%:=2: PROC FILL
340 IF INKEY(-19) J%:=3: PROC FILL
350 IF INKEY(-2) PROCARC
360 IF INKEY(-53) PROCGRID
370 IF INKEY(-37) PROCMOVEGRID
380 UNTIL FALSE
390 END
400 DEFPROC DUMP
410 #FX5,1
420 VDU2,1,0
430 FOR Y%:=995 TO -12 STEP -20: FOR X%:=0 TO 1279 STEP 4: XLO=X%+Y%*4
440 #7COUNT:=7: CALL 0 ne.bvts: NEXT: VDU1, 0, NEXT
440 VDU1, 15, 3
450 ENDPROC
460 DEFPROC CROSS
470 GCOL3,1
480 MOVE X%:0: PLOT21: X%:1023: MOVE Y%:0: PLOT21: 1279: Y%
490 ENDPROC
500 DEFPROC STIX
510 IF S%:=TRUE X%:=1280: ADVL1D1V50: Y%:=ADV12D1V64: ENDPROC
520 IF INKEY(-58) Y%:=Y%+4
530 IF INKEY(-42) Y%:=Y%-4
540 IF INKEY(-122) X%:=X%+4
550 IF INKEY(-26) X%:=X%-4
560 ENDPROC
570 DEFPROC POINT
580 VDU1: V%:=X%: W%:=Y%
590 ENDPROC
600 DEFPROC RUBBER
```

continued over the page ▶

```

610 IF R% = TRUE GOTO 3.3: MOVEV%, W%: DRAWV%, Y%: MOVEV%, Y%:
DRAWV%, W%: DRAWV%, W%: PLOT5
620 ENDPROC
630 DEFPROC LINE
640 PROCROSS
650 GOTO 0.2
660 MOVEV%, W%: DRAWV%, Y%
670 PROCROSS
680 ENDPROC
690 DEFPROC LINE
700 PROCROSS
710 GOTO 0.2
720 MOVEV%, W%: DRAWV%, W%
730 PROCROSS
740 ENDPROC
750 DEFPROC LINE
760 PROCROSS
770 GOTO 0.2
780 MOVEV%, W%: DRAWV%, W%
790 PROCROSS
800 ENDPROC
810 DEFPROC LINE
820 PROCROSS
830 GOTO 0.2
840 MOVEV%, W%: DRAWV%, Y%: PROCPOINT
850 PROCROSS
860 ENDPROC
870 DEFPROC BOX
880 PROCROSS
890 GOTO 0.2
900 MOVEV%, W%: DRAWV%, Y%: DRAWV%, W%: DRAWV%, W%
910 PROCROSS
920 ENDPROC
930 DEFPROC CIRCLE
940 MOVEV%, Y%

```

```

970 FOR # = 0 TO 7 STEP 0.1: DRAW V% * SIN(R% * X% * X% - Y%),
W% * COS(R% * Y% - W%) : NEXT 980 PROCROSS
990 ENDPROC
1000 DEFPROC TEXT
1010 PROCROSS
1020 VDU5: GOTO 0.2
1030 MOVE X%, Y%
1040 INPUT " " : A$
1050 VDU4: PROCROSS
1060 ENDPROC
1070 DEFPROC DATA
1080 GOTO 3.3
1090 VDU5: MOVEB, 100: PRINT "V="; V%: "W="; W%: "X="; X%: "Y=";
Y%: " " (V-W) = " (V2-W2): " (W-Y) = " (W2-Y2)
1100 VDU5: MOVEB, 100: PRINT "V="; V%: "W="; W%: "X="; X%: "Y=";
Y%: " " (V-W) = " (V2-W2): " (W-Y) = " (W2-Y2)
(W-Y) = " (W2-Y2)
1110 ENDPROC
1120 DEFPROC DELETE
1130 PROCROSS
1140 GOTO 0.0
1150 MOVE V%, W%: MOVE C%, D%: PLOT85, X%, Y%
1160 PROCROSS
1170 ENDPROC
1180 DEFPROC T2
1190 C% * X%: D% * Y%: VDU7
1200 ENDPROC
1210 DEFPROC BRUSH
1220 PROCROSS
1230 GOTO 0.2
1240 FOR # = 0 TO 5: PLOT69, X% + 20 * RND(40), Y% + 20 * RND(40) : NEXT
1250 PROCROSS
1260 ENDPROC

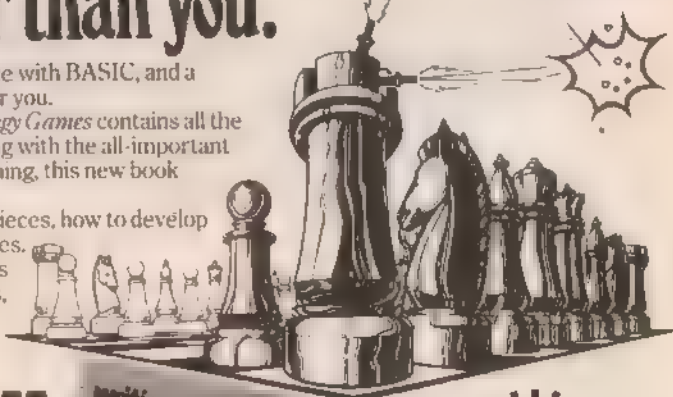
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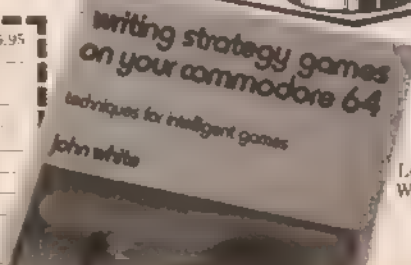
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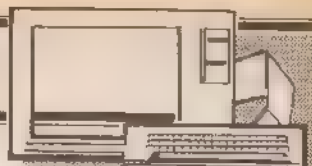
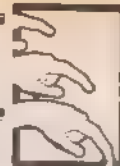
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# Just a memory lapse

Keith Eyeions explains the mysteries off Rom/Ram overlays and how more of the basic user memory can be used

Most new Commodore 64 owners get a bit of a shock when they switch on their computer and discover that the "elephantine" 64K of RAM has somehow diminished to 38K of Basic user memory. Consequently, one of the things that puzzles people most is what has happened to the other 26K. Rest assured, that memory is still there, but what is it doing? It is not, as the Oric Atmos advert says, used up producing high resolution graphics. The sad fact is that in ordinary Basic mode, 20K of it is doing absolutely nothing!

To understand why, we have to look at the 6810, the central microprocessor in the Commodore 64. As assembly language users will know, the addresses for such instructions as LDA, JMP, JSR, etc., will only go up to 65535. In short, the Commodore 64 can only use 64K of memory.

Unfortunately, as well as 64K RAM, the Commodore 64 has 20K of ROM, 16K of which is necessary when Basic is being used. To solve this problem, the machine uses ROM/RAM overlays. This means that some areas of memory can either be occupied by RAM or ROM. When ROM is needed it is overlaid over the top of a block of RAM the same size. This block of RAM is hidden, and cannot be addressed or used. Unfortunately, in normal Basic mode, 16K of ROM is required, and so 16K of RAM becomes "hidden". A further 4K of RAM becomes isolated from the main block of user memory and cannot be used by Basic.

Below is a simple memory map showing the areas where there are ROM/RAM overlays.

HEX		DECIMAL
FFFF	KERNAL ROM	65535
F000	OR	61440
D000	16K RAM	57344
D000	CHARACTER ROM/DO RAM	57344
C000	4K USER RAM	49152
8000	BASIC ROM OR BK RAM	32768
A000		40960
9000	38K	38656
0000		32768
7000	BASIC	28672
6000		24672
5000	USER	20680
4000		16384
3000	RAM	12384
2000		8192
1000		4096
0000		0
0000	SCRN MEM & MACHINE RPTYS	00000

From \$0000 to \$9FFF is the main block of user memory that can be used for Basic programs, etc.

From \$A000 to \$BFFF is usually the Basic ROM. This can be switched out when using machine code so that the RAM underneath

may be used instead. It cannot be switched out in Basic, because it is the part of memory that tells the microprocessor what Basic instructions means.

From \$C000 to \$CFFF is a 4K block of RAM. Unfortunately, this can only be used by machine code programs because it is isolated from the main block of RAM (\$0000-\$FFFF) that is used for Basic programs.

From \$D000 to \$DFFF is the input/output RAM, which contains the colour memory, and the SID and VIC-II chips' registers. The character ROM also resides here, but is normally switched out. It is only ever switched in when it is being copied to RAM by the user to make a user defined character set.

Finally, from \$E000 to the end of memory at \$FFFF is the Kernal ROM. It is impractical to switch this out, because in most cases even machine code uses Kernal subroutines.

To demonstrate the presence of these ROM areas, try *Pokeing* 40960 (the start of the Basic ROM) with any number from 0-255, and then type *Print Peek(40960)*. Since you cannot *Poke* into ROM, it will always return the number 148.

The location which determines whether a block of memory is ROM or RAM is 0001. Only the first three bits are used for this purpose, as shown below.

LOCATION 0001

BIT	NAME	BLOCK	MEMORY IF BIT = 1
0	LO RAM	\$A000-\$FFFF	BASIC ROM
1	CHAREN	\$D000-\$DFFF	INPUT-OUTPUT RAM
2	HURAM	\$E000-\$FFFF	KERNAL ROM

If you type *Poke1,Peek(1)AND254* this sets bit 0 to 0 and switches out the basic ROM, revealing the RAM. Unfortunately, as this is the basic ROM, which the system requires to use Basic, the machine crashes and does a restore.

So, to look at the hidden RAM under the basic ROM, machine code is needed. Below is a small program which contains a small machine code routine. This switches out the basic ROM, and finds the number that you tried to *Poke* in earlier.

This was, in fact, *Poked* into the hidden RAM, although you did not know it, because when you *Peeked* 40960 you got the unchangeable number from the ROM. Finally the routine stores the number at 50030 where it can be retrieved by the basic program and switches back the ROM before returning to the basic program.

```
10 DATA100,254,45,1,0,141,1,0,173,8,100,141,110,100,
100,1
20 DATA13,1,0,141,1,0,98
```

```
30 FOR A = 50000 TO 50022:REM READ M/C INTO
MEMORY
40 READD,POKEA,D,NEST
42 SYS 50000:REM GO TO MACHINE CODE
SUBROUTINE
45 N=PEEK(50030):REM GET NUMBER STORED BY
MACHINE CODE
50 PRINT"THE CONTENTS OF RAM LOCATION 40960
IS" N
```

Simply Run the program and it will find the contents of RAM location 40960. Try *Pokeing* another number into 40960. Again if you *Peek* 40960 you will get 148 but if you Run the program it will retrieve your number from the hidden RAM.

For machine code users, here is a disassembly of the routine used in the program with a description of what each line does.

## Machine code routine disassembly

```
C350 LDA # 0FE
C352 AND $0001
C354 STA $0001
C356 LDA $A000
C358 STA $C35E
C35E LDA $01
C360 ORA $0001
C362 STA $0001
C364 RTS
```

Instructions C350 to C355 are the equivalent of *Poke,Peek(1)AND254*. They make 0 of location 1, a 0. This switches out the basic ROM. Instructions C358 to C35E find the contents of the RAM location \$A000(40960) and store it in \$C35E(50030) where it can be found by the basic program. Instructions C35E to the end switch the basic ROM back in by doing the machine code equivalent of *Poke1,Peek(1)OR1*, and then return back to the basic program.

For people using only Basic, hidden RAM is useless. As you have seen, switching out the ROM causes the system to crash. For machine code users it is very useful for several reasons. By switching out the basic ROM (\$A000-\$FFFF) using a routine similar to my one you get 80K of continuous RAM from \$0000 to \$CFFF (2048 to 52427). This is used in large programs such as *Manic Miner*.

It is harder to make use of the RAM hidden under the Kernal ROM, because most machine code programs make use of Kernal subroutines located in the block from \$E000 to \$FFFF, (57344 to 65535) such as *CHROUT* (to print messages on the screen). With clever switching in and out of the ROM it is possible to locate parts of the program that do not require Kernal subroutines, or possible data for music, or even a bit-mapped screen there.

Finally, in a time when the prevention of software piracy is important, it is worth noting that programs located in hidden RAM cannot be examined by someone who does not have a disassembler that is written in machine code.



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# Open Forum

Open Forum is for you to publish your programs and ideas. Take care that the listings you send in are all bug-free. Your documentation should start with a general description of the program and what it does and then give some detail of how the program is constructed.

## Rotator

on Dragon

This program can demonstrate how a line, shape or picture can be rotated in a circle about a chosen centre.

The computer requires two parameters,

the number of lines to be drawn (from 1 to 300) and the chosen interval value.

After the input stage the hi-res screen is selected and the picture rotation drawn.

When the rotation has finished the process can be repeated by simply pressing the space bar.

You can print out the design if you have a suitable printer as a provision for hard copy is included in the program.

```
10 PCLARB:CLS
20 A$:"*****"
30 B$:"### PICTURE ROTATOR ###"
40 C$:"### BY JOE LEE ###"
50 D$:"### 1/12/1983 ###"
60 E$:"*****"
70 PRINT " ;OS:PRINT" ;B$
80 PRINT " ;C$:PRINT" ;D$
90 PRINT " ;E$:PRINT"
100 PMODE 4,5:PCLS0:COLOR,0
110 PMODE 4,1:PCLS0:COLOR,0
120 "-----"
130 "Introduction-----"
140 "-----"
150 PRINT@192,"INTRODUCTION REQUIRE( /N)
160 AS=INKEY$:IF A$="Y" THEN 190
170 IF A$="N" THEN 290
```

```
180 GOTO160
190 PRINT THIS PROGRAM IS DESIGNED TO
    ROTATE A PICTURE DRAWN IN HI-RES
    ULTIMON GRAPHICS.
200 PRINT THE PICTURE CAN BE ROTATED
    AROUND A CENTRE AT ANY WHERE WITHIN
    THE SCREEN.
210 PRINT"RESOLUTION OF THE SCREEN IS
    (240*191)"
220 PRINT THE PICTURE CAN ALSO BE OUTPUT
    TO A TANDY CGP 115 COLOR GRAPHICPRINTER.
230 PRINT WHEN THE PICTURE STOP ROTATJ
    NG YOU CAN PRESS(r) TO REPEAT THE PR
    OCESS,PRESS(space-bar) TO DRAW AGA.
240 PRINT " press any key to star"
250 IF INKEY$<>" THENCLS:GOTO290ELSE250
260 "-----"
```

## Baud Walk



### Smokey bear

**T**his week Baud Walk takes you on a transatlantic stroll around one of the largest — and most successful — databases in the States. Let's hope it's not long before these are more cheaply accessible in the UK.

Compuserve is aimed squarely at IBM PC owners, a menu driven Ascii system that's also able to respond to command words. I accessed Compuserve via trusty PSS — which incidentally accepts modems at a variety of speeds — and my time on-line was registering at around 15p a minute.

The database is divided into four main categories, home,

business and financial services and personal computing. Dumb terminal emulation software is adequate for the task, although in the States tailored software is on offer to make Compuserve easier to use. The database scrolls the screen and you are able to attach your identity to different files and shuffle them around. It has a fairly simple on-line text processing function and a variety of programming languages.

If you want to know what hardware and other IT developments are about to land in the good old UK, Compuserve is the place to look. Like many networks, computer industry buffs are on Compunet and post up information almost daily about what's happened and what's going to happen. For instance, a fellow databaser tells me he knew the full spec of the Macintosh a good month ahead of information reaching the UK through the media.

On top of the PSS call, Compuserve bills you for computer access time which

currently runs at around six dollars an hour off-peak.

Compuserve offers one other attractive service — a type III on-line CB, which allows you to have real time on-line conversations with other users. The screen displays the conversation to anyone who wishes to view (called a lurker) and a directory will display the number of people taking part and their CB handle.

On-line CB has some special-interest sections — for example, computing, cookery, medicine — all users can be anonymous hiding behind their handle on one of the 36 SIG channels.

Typing the command /Sa reveals the current status of the 36 channels. It read like this: (2) 3# (14) 7 (33) 19. The channel number is in brackets and the number of users currently logged on next to it. The hash symbol tells you which channel you are currently monitoring. Once logged into a channel nothing more is required than

to type in your sentence and press Cr.

Even on my call, which took me to Compuserve's main-frame in Ohio via PSS UK, and Telenet in the States, the response times were tolerable.

And despite all the high technology and vast databases on Compuserve I'm told that on-line CB is the service. Let's hope one of the UK networks switches on soon.

You can write to Compuserve for information — even if you actually don't want to join. The address is: Compuserve, 5000 Arlington Centre Blvd, P.O. Box 20212, Columbus, Ohio 43220, USA.

Robin Wilkinson

**Baud Walk** is a new weekly column with news on networking, databases, reviews of modems and software and points of contact for information.

Any readers with experience of networking are asked to send their experiences or news of services to: Robin Wilkinson, Baud Walk Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

He can also be contacted on Prestel mailbox 01993727.



```

270 '---Inputing co-ordinates---
280 '-----
290 PRINT@192;:INPUT"HOW MANY LINES DO
YOU WANT TO DRAW(1-300)";L
300 IF L>300 OR L<1 THEN 290
310 PRINT@256;:INPUT"ARE YOU SURE(Y/N)";K$
IF K$="N" THEN 290
320 IF K$="Y" THEN CLS ELSE 310
340 DIM A(L),B(L),C(L),D(L),R1(L),R2(L),O
1(L),O(L):P=1:F=4.71:F1=3.14:F2=6.28:F3=
1.57
350 FOR I=1 TO L
380 PRINT"LINE(";I;)"
370 INPUT"INPUT FIRST ■ CO-ORDINATE";A(I)
380 IF A(I)>240 OR A(I)<0 THEN 370
390 INPUT"INPUT FIRST Y CO-ORDINATE";B(I)
400 IF B(I)>191 OR B(I)<0 THEN 390
410 INPUT"INPUT SECOND X CO-ORDINATE";C(I)
420 IF C(I)>240 OR C(I)<0 THEN 410
430 INPUT"INPUT SECOND Y CO-ORDINATE";D(I)
440 IF D(I)>191 OR D(I)<0 THEN 430
450 LINE(A(I),B(I))-(C(I),D(I)),PSET
460 NEXT I
470 INPUT"INPUT X CO-ORDINATE OF CENTRE";X

```

```

480 IF X>240 OR X<0 THEN 470
490 INPUT"INPUT Y CO-ORDINATE OF CENTRE";Y
500 IF Y>191 OR Y<0 THEN 490
510 '-----
520 '-----printer-----
530 '-----
540 CLS:PRINT:INPUT"DO YOU WANT THE PICTURE OUTPUT ■ THE PRINTER(Y/N)";K$
550 IF K$="Y" THEN PRINT"please ready the printer":GOTO570
560 IF K$="N" THEN 620 ELSE 540
570 CLS:PRINT"(1)-BLACK"
580 PRINT"(2)-BLUE"
590 PRINT"(3)-GREEN"
600 PRINT"(4)-RED"
610 INPUT"WHICH COLOUR WOULD YOU LIKE TO USE:-";J
620 CLS:INPUT"HOW MANY DEGREE AT ■ TIME DO YOU WISH TO ROTATE THE PICTURE";G
630 IF G<1 OR G>359 THEN 620
640 IF K$="N" THEN 720
650 FOR Q=1 TO 500:NEXT Q
660 PRINT#-2,CHR$(10)
670 PRINT#-2,"A"
680 FOR Q=1 TO 500:NEXT Q
690 PRINT#-2,CHR$(10)
700 PRINT#-2,"H"
710 PRINT#-2,"R0,-200"

```

## Arcade Avenue



### Tap dance

**Y**et another (mostly) Spectrum games week — which I assure you reflects the letters I receive and not my personal leanings. Where are all the Commodore owners? Can't you write?

Craig Waddell of Glenrothes sends out a cry for help to get past the third screen of the very picturesque *Jack and the Beanstalk* from Thor. Can anyone help him? I was pleased to see some people sending in their lists of recommended games for the Spectrum. Dean Hartshorne of Wolverhampton likes *Ant Attack* from Quicksilver, *Deathchase* from Micromega, *Jetset Willy* and

*Ostron* (which is a version of the arcade game *four*) from Softek (now renamed *Kwak Attack*, I think).

Gary Burrows of Liverpool suggests that Melbourne House's *Penetrator*, Softek's *Starblitz*, Psion's *Space Raiders*, Imagine's *Arcadia* and Megadodo's *Phoenix* are the best copies of *Scramble*, *Defender*, *Space Invaders*, *Galaxians* and *Phoenix* respectively. Does anyone disagree?

Finally A Woods and P Page of Andover want to warn everyone away from Sinclair's *Games 1* "which comes complete with two UDGs". Considering its age, I'm surprised this tape is still available.

Kevin Allen of Weston-super-Mare says that to get infinite lives on *Android 2* "kill yourself four times, then find a spot where a monster goes over a mine. If you time it right, you can be killed twice giving six lost lives. You then have all the time you want." A tip all the way from Brussels by Said Le Page for *Micromania's Turan-*

*kamun*: "Merge the basic loader program and list it. Adding line 2. *Poke* 34953,57: *Poke* 34970,58 will let you start from tomb 1 to 9. Line 3. *Poke* 27379,x where x is 0-10 gives you infinite or 1-10 lives. To finish type line 4. *Randomise* *USR* 27200 and *RUN*."

A letter from the mysterious 'Tensor', who has a high score of 48806 on *Ant Attack*, gives some useful tips. "You don't have to return to the front of the city to rescue the person; you can jump over the wall and they are safe. Also, if you can get the person to stand on your head by running into a wall with them in front of you, then they will do a tap dance." Great fun! Please send a copy of your map when ready.

Finally some more high scores. Robert Kidd of Ipswich sent in a list of impressive results: *3D Ant Attack* 44,285. *Passt* 187,855. *Manic Miner* 31,709 on level 19. *Zzoom* 33,390 on level 6. *Jetpac* 85,800 on the fourth rocket.

Chris Hughes of Sale in

Cheshire has rescued all ten hostages in *Ant Attack* with a score of 46,210. Des Claypole of Peterborough has topped this with 46,537, and has also beaten Glenn Ackroyd of Bradford who scored 44,040. However, Glenn has reached some superb scores for *Bugaboo*, 31 seconds to escape in 12 moves, *Penetrator* 139,210 — there and back six times, and *International Soccer* for the Commodore with a record of 42 unbeaten matches on level 9 with 23 wins in a row and a best score of 6-0.

Finally, Michael Lewis of Harold Hill is understandably full of praise for Sinclair's *Stop the Express* on which he has scored 2,920.

Tony Kandle

The Arcade Corner is a new section for anyone who enjoys playing arcade games. If you have any comments, from playing tips on difficult games or programs you'd particularly like to praise (or blame) then write to: Tony Kandle, Arcade Avenue, Popular Computing Weekly, 12-13 Little Newport Street, London WC2A 3LD.

```

720 PRINT#-2,"I"
730 PRINT#-2,"C"+STR$(J-1)
740 '-----
750 '---sLore(angles&radius)---
760 '-----
770 SCREEN1,1:FOR I=1 TO L
780 S=A(I):T=B(I):GOSUBB20
790 R(I)=R(I):O(I)=O(I)
800 S=C(I):T=D(I):GOSUBB20
810 NEXT I:GOTO990
820 X1=ABS(X-S):Y1=ABS(Y-T)
830 R(I)=SQR(X1^2+Y1^2)
840 IF S>X THEN B20
850 IF S<X THEN 900
860 IF S=X THEN 930
870 IF T>Y THEN O(I)=ATN(Y1/X1):RETURN
880 IF T<Y THEN O(I)=F2-ATN(Y1/X1):RETURN
890 IF T=Y THEN O(I)=0:RETURN
900 IF T>Y THEN O(I)=F1-ATN(Y1/X1):RETURN
910 IF T<Y THEN O(I)=F1+ATN(Y1/X1):RETURN
920 IF T=Y THEN O(I)=F1:RETURN
930 IF T>Y THEN O(I)=F3:RETURN
940 IF T<Y THEN O(I)=F:RETURN
950 IF T=Y THEN R(I)=0:RETURN
960 '-----
970 '-----rotato-----
980 '-----
990 FOR MM=1 TO 360 STEP 6
1000 IF P=5 THEN P=1 ELSE P=5

```

```

:010 PMODE4,P:PCLS:FOR I=1 TO L
:020 IF R(I)=0 THEN U=X:V=Y:GOTO1050
:030 U=X+R(I)*COS(O(I))
:040 V=Y+R(I)*SIN(O(I))
:050 IF R(I)=0 THEN U1=X:V1=Y:GOTO1080
:060 U1=X+R(I)*COS(O(I))
:070 V1=Y+R(I)*SIN(O(I))
:080 IF K#-Y THENPRINT#-2,"M"+STR$(U*2
:090 " ",+STR$(V*2)
:100 IF K#-Y THENPRINT#-2,"D"+STR$(U1*2
:110 " ",+STR$(V1*2)
:120 O(I)=O(I)+G*3.1416/180
:130 O(I)=O(I)+G*3.1416/180
:140 IF U>239 THEN U=240
:150 IF U<1 THEN U=0
:160 IF V>190 THEN V=190
:170 IF V<-1 THEN V=-190
:180 IF U<1 THEN U=0
:190 IF V<-1 THEN V=-190
:200 LINE(U,V)-(U1,V1),PSET
:210 NEXT I
:220 SCREEN1,1:NEXT MM
:230 A$=INKEY$:IF A$=" " THEN 10
:240 IF A$="R" THEN 540
:250 GOTO1230

```

**Rotator**  
by Joe Lee

## Microradio

**GW6JJN**



### Sky walk

**T**he recent launch of the European Space Agencies Ariane 3 rocket highlights the big business of putting satellites into orbit. The advantage that the European system, Ariane has over the US Space Shuttle is that Ariane can take satellites higher and into therefore more precise orbits.

A geostationary orbit means that the rotation of the satellite in relation to the Earth is about the same so that the thing stays

more or less where it was put, rather than going around the planet and only being available from a fixed place on Earth for a few minutes each orbit. This is vital for communications satellites, of course; particularly for satellite television. Aerials need only point in one direction and the transmitter is available 24 hours a day.

The cost of taking the satellite up has to be compared to the cost of laying thousands of miles of fibre optic cables underground from the studio to each home as in cable television. The only advantage is that cables can be monitored so that subscribers to the cable network can be duly charged a fee. Access to a satellite, as long as you have the aerial and receiver, cannot be monitored so the revenue would have to come from advertising.

Since a geostationary TV

satellite that is high enough, and many are, can cover entire continents, they hold great incentives to television companies. To many people, the prospect of satellite television is very desirable: in Europe, for example, it may help to unify, language differences will be reduced and hundreds of channels could be available.

Cable television, on the other hand, cannot hope to cover or reach such vast audiences, so will probably tend to stick to fairly specialised viewing such as local affairs, minority interests, sport, feature films, etc. Both systems in conjunction with each other could provide almost limitless choice in television viewing.

This technology presents the broadcasting companies with a great dilemma. At the moment the success of a station is tested by its ratings or number of

viewers; that is, its ability to reach enough people to bring in sufficient advertising revenue.

The problem is whether to transmit by cable to a known number of paid-up viewers and be pretty sure of reaching them all, or to transmit to a hundred million potential viewers without any clear idea of how many might be actually watching. I suppose it depends on what you are advertising. I wonder which one Uncle Clive would choose to advertise on.

**Ray Berry**

This series of articles is designed for radio and microcomputer enthusiasts alike. If you have any queries that you want answered, hints and tips to share, or topics that you would like to see covered, write to: Ray Berry, Microradio, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.



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The screenshot displays the 'GOD BYTE' software interface. It features a list of items with columns for item names, quantities, and prices. The items listed include various computer components and peripherals. The interface is text-based and typical of early home computer software.

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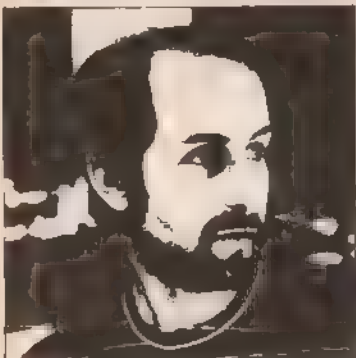


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# Tony Bridge's Adventure Corner



## Summon help

As the purpose of arcade games is to test the reactions in a variety of ways, so the purpose of adventure games is to test the mind — although this can be achieved with varying degrees of style and cunning!

But the struggling adventurer eventually has to call it a day, and summon help. This is one of the functions of this column, a function that becomes increasingly difficult to perform as more and more gamers discover the delights and frustrations of adventures.

The International Adventure Club has recently been formed by Simon Clarke to come to the rescue of all those trapped in a goblin's dungeon — and harassed columnists! For a small yearly membership fee, an excellent Helpline service will be available to you. Simon used to run an Adventure Help column, so should know what he's talking about — and, of course, as the membership grows, so the pool of adventure experience gets larger and larger, which benefits all members in the end. Not only this, but software is obtainable at special discount prices. The IAC has just gone onto the Prestel Mailbox, which means that, as long as you can plug into it, help is just a phone call away! The Club Newsletter will be on the network, and subscriptions can be renewed, as well as orders placed. "Several hundred members" are already using the system. If you're interested, write to: International Adventure Club, 10 Ennis Close, Harpenden, Herts AL5 1SS.

Someone else who is just a phone-call away is In-Home Computing, a company that has been set up by a couple of keen adventurers, John Miles and Ken Matthews, to give help to baffled adventurers everywhere. Both are interested in computing, electronics, science fiction and strategy wargames, and, upon being made redundant from their jobs, decided to pour everything they had into creating a business based upon what they held most dear — computer adventures. This business will consist of a shop and an Adventureline, which will be a 24 hour Ansaphone that adventurers, customers or not, can use.

"Although we have solved quite a few adventures ourselves, there are still a few gaps, and we hope to have adventurers send us their solutions, maps, etc., for evaluation so that the best of these can be reproduced professionally for sale, with royalties payable to the author. We will also accept software for assessment with a view to publication on our own label. Finally, we would like to point out that, as a specialist dealer, we will be making our shop, particularly the basement dungeon, a pleasant and exciting place to visit," says Ken.

The shop is not quite ready, but in the meantime, Ken is happy to help — just call him on 01-646 4441 (not a 24hr service yet!), or write to him (including a sae) at: Flat 1, 29 Upper Green East, Mitcham, Surrey.

On to the Help for this week, and the first enquiry about an adventure that I mentioned a few weeks ago, and liked very much for its packaging as much as the adventure itself:

"I am playing Nofnerahu (Spectrum 48K), and I can't get past the bus — could you help me get on, and also find that parachute you were talking about?" (Owen Jones, Devenham)

Can anyone help with the bus? As for the parachute, Owen, that is on the plane at the start of the adventure. I'm afraid that you will have to make the exact number of moves in order to get out of the plane before it crashes — admire the scenery for one move and you're done for! For instance, don't bother with stumbling around in the bar, it's a red herring, I'm sure. But you must examine the sleeping passenger and get what you find on him. The parachute is in the locker at the rear of the plane, and you will

get the combination to the lock by applying a bit of thought to a numerical clue that you have been given before. And, when you have landed, don't forget to drop the parachute, as the wind is blowing strongly.

Vaughan Price has managed to solve several adventures, and offers his help to others in distress: "The adventures I have completed are as follows: 'Ten of the eleven Mysterious Adventures by Digital Fantasia' [actually, there are now 13, so check with Vaughan] — Adventureland, Pirate, Voodoo Castle, Secret Mission and The Count by Scott Adams — Old Father Time by Bug Byte and The Incredible Hulk, the first Questprobe by Scott Adams. 'If you have a problem with one of these adventures, write to Vaughan at: 30 Llantwit Road, Neath, West Glamorgan, South Wales SA11 3LB.

Vaughan gives me, as a starter, a clue for those who might be having trouble with *The Hulk*. If you are experiencing difficulty staying as *The Hulk* (look at the list of words at the end of the Corner), then 9, 17. Many people have asked how to get out of the chair at the very start — 20,8 and 22,6. Others are having trouble actually scoring any points — what you need to do in this case, is 18,8,24,10,4,21,2,15.

If you have completed, or are in the middle of *The Hulk*, write and let me know your thoughts on it — as the first Scott Adams adventure for a long while, it has been eagerly awaited, but several of your letters have said it is disappointing. To be fair, these were balanced by just as many saying how much they enjoyed it.

In the Corner of Vol 3 No. 26, Debbie Dore was having trouble with getting through the crack, and Michael Lantry of Fife charged in to the rescue: "To enter the crack you must 20,25,11, but to 20,25,11, you must first perform some magic on the statue. Details on how to do this can be found 3,25,19. To get the second treasure, you must 28,7,25,14" [You'll find a way to do this if you remember your natural history]. Michael finishes by saying, "I agree with Debbie's ratings for Voodoo and Pirate and I would like to add my vote on Secret Mission — 9/10. This adventure is the most challenging of the first four which are at present available for the BBC Micro.

1 Red; 2 Type; 3 Beyond; 4 Arms; 5 Mad; 6 Tab; 7 Away; 8 Game; 9 Remember; 10 Fussy; 11 Bag; 12 Sonar; 13 Missing; 14 Snake; 15 Score; 16 Pain; 17 Nightmare; 18 Drop; 19 Fireplace; 20 Cat; 21 Tea; 22 Blue; 23 Circle; 24 In; 25 The

This series of articles is designed for novice and experienced Adventurers alike. Each week Tony Bridge will be looking at different Adventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure and cannot progress any further write to Tony Bridge, Adventure Corner, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

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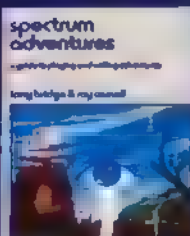
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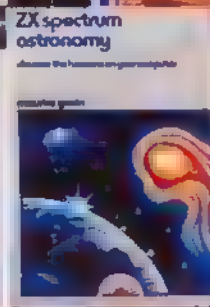
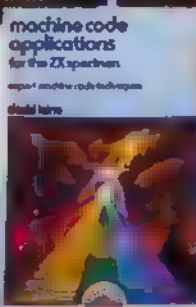
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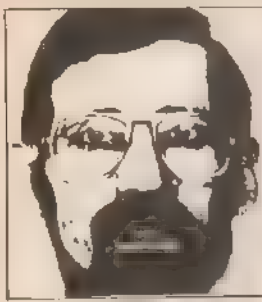
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## Oric questions

Philip Rumsey of Erskine writes:

**Q** Please can you tell me the answers to the following questions: 1. Can you buy any other language (apart from Forth) for the Oric-1 computer? 2. Can you tell me a suitable modem to buy for my computer? 3. How do you get the ~ character on the Oric?

**A** 1. Not that I am aware of.  
2. In order to use a modem on the Oric you will need an RS232 interface. The only one I know of is produced by MCP (of 13 High Street, Clydach, Swansea AS6 9LF), which costs nearly £40. This would then enable you to connect a modem to your machine. MCP themselves recommend the TELEM0D 2 modem, but a variety of others can be used. 3. This character is called a 'tilde'. As the Oric uses the ASCII character set, and the tilde is not part of this set, the only way you can use this character would be by creating a user-defined graphic.

## Hardware extension

Bryan Lewis of London writes:

**Q** I have a 48K Spectrum with microdrives and interface 1 attached. I would like to build a piece of hardware on to my computer so that when I push one key, the computer will automatically load or save a program onto cassette or cartridge. Please could you advise me on how I would go about making one, or if there is any such

item on the market.

**A** The hardware extension you mention is not one I have heard of as being available.

Examples of this sort of project are usually found in publications like *Sinclair Projects* and *Micro Electronics*. The *Sinclair Spectrum Hardware manual*, published by Melbourne House, will be invaluable to you if you do carry on with this, as will a copy of *Spectrum Service Manual*. The latter publication is obtainable from PV Tubes, of 104 Abbey Street, Accrington, Lancs. Although it costs £20, I think that you will find it extremely useful, and it could well stop you from making any really damaging (and expensive) mistakes.

## Coloured graphics

Jeremy Rompold of Swansea writes:

**Q** Please could you tell me how to get multi-coloured graphic characters on the BBC micro?

**A** In MODE 7 it is possible to print graphic characters with different background and foreground colours, simply by using the control codes. Eg, `PRINT CHR$(145); CHR$(167); CHR$(149); "graphics"` would have the effect of printing the graphics character(s) in blue on a red background.

If you wish to print characters with each pixel in a different colour, then you will need to use machine code. You can either write to the screen directly, or via OSWORD calls; eg, assuming that we are in MODE 1.

Each byte in screen memory corresponds to 4 pixels (2 bits per pixel). Each pixel can be one of four colours, and these combinations are identified by the binary values 00, 01, 10 and 11.

Therefore, if you wanted the first pixel in the row to be in colour 3, the second to be in colour 1, the third in colour 0 and the fourth in colour 2, then the bit pattern you would need to place in screen memory is 11 01 00 10, or E6(hexadecimal). Exactly the same principle works in the 16 colour modes.

## Genie books

Richard Colding of Ilfracombe, Devon writes:

**Q** I own a colour Genie computer, which I have been programming in Basic for some time. Now I feel I would like to learn machine code in order to speed up my programs. Could you supply me with titles of any books on the subject?

**A** There are a number of books on 280 machine code programming. One of the best, because it is the most comprehensive, is *280 Assembly Language Programming* by L Leventhal. This book is rather expensive (£16), and so I suggest you ask your local public library to obtain it for you to have a look at before you buy it. (That applies to any book I recommend).

Unfortunately, I have not come across any books which specifically cover machine code for the Genie. However, a source of information for you on that and other topics (adventure writing) is National Colour Genie Users Group, 64 Silver Arcade, Leicester.

## Intense lines

D C Mellish of Southport Mersyside writes:

**Q** I have a Series 3 Spectrum, which I use with a 12" Sony black and white television. Regrettably, there is a great deal of interference on the screen which takes the form of many lines of varying intensity. Nothing I do seems to rectify this problem. Can you help?

**A** Sinclair machines and Sony televisions seem to have something against each other. I have received a number of letters from readers suffering this and similar pro-

blems. The TV picture on all models of the Spectrum can be adjusted internally (models 1 and 2 differ from model 3 in the way the adjustment is made).

My advice to you, and anyone else suffering this type of problem, is to either take the Spectrum back to the shop where you bought it (if your guarantee has not expired) and explain that it produces a distorted TV picture. They should then replace it for you. If you can't do that, then you should get your Spectrum adjusted.

## Prone to noise

Andrew Habstead of Halifax writes:

**Q** I have a Commodore 64 and am considering buying a modem. What is the difference between an acoustic modem and a direct coupled modem?

Also, is it true that the acoustic type can pick up noise from the room and cause errors in the program? Which type do you recommend as being able to receive as well as transmit data?

**A** An acoustic modem passes information from one computer to another through the equivalent of a telephone handset. They require the use of a regular telephone handset (ie, a connected telephone). They do suffer from the serious flaw you mention in that they are prone to pick up noise from the room they are in.

The direct coupled (or hardwired) modem is plugged straight in to the telephone network via a British Telecom jack socket. These modems do not suffer from the room noise problem as they do not depend on the use of microphones to pick up and transmit signals. Both types of modem are capable of sending and receiving data. However, I would go for the hardwired variety.

Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem Peek II to Phil Rogers and every week he will Poke back as many answers as he can. The address is *Peek & Poke*, PCW, 12-13 Little Newport Street, London WC2R 3LD



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# COMPUTER SWAP

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## ADVENTURE HELPLINE

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**Hobbit on Spectrum.** How do you get past the eyes? Find the boat? Get into a barrel? Get through the magic door? Nicky Write, 4 Ashley Grove, Hucknall, Notts.

**Valmor's Lair on Spectrum.** How do you get across the river and the crevasse? Justin Temple, 381 Chuckerell Road, Weymouth, Dorset.

**Castle of Riddles on BBC.** How can I get past the bear? how do I open the safe? Stephen Chapman, 62 Brocklehurst Avenue, Sheffield S8.

**Colonel Adventure on Commodore 64.** I can't get past the snake in the Hall of Kings. P R Moore, Meadowview, Church Lane, Thornton Dale, Pickering, Yorks.

**Hobbit on Commodore 64.** How do

you send the herd to kill the dragon? Robert Daw and Kevin Scott, 31 Leda Avenue, Hengrove, Bristol BS14.

**Hobbit on Spectrum.** I cannot get to the lake town. How do you find the ring? Simon Ilman, 2 Westerdale, Highfield, Hemel Hempstead, Herts.

**Mountains of Ket on Spectrum.** I cannot go through the skull in the passage? I have the cloak and most of the objects (ring, necklace etc).

Andrew Morris, 86 Park Road, Silverdale, Newcastle, Staffs.

**Eye of Lolian on Electron.** How do you get past the giant doors in the canyon wall? How do you solve the problem on the island next to the "plant here" sign? David Barraclough, 7 King Street, Stonehouse, Strathclyde, Scotland.

**Emponage Island on Spectrum.** What do the chess Try Drawing a Map and Keep on Trucking mean? What do the graffiti on the table in the guard's hut mean? Help. Michael O'Neill, 184 Lynmouth Avenue, Morden, Surrey.

**Hobbit on Spectrum.** How do you get into the Lonely Mountain when a hole appears? Gary Beery, 23

Crescent Road, Marland, Rochdale, Lancs.

**Hobbit on Spectrum.** I have escaped the goblin's dungeon and got to the edge of the lake. Answering Gollum's riddles correctly seems to have no advantage. I either get strangled or dragged back into the goblin's dungeon. Can you help? Tony Harvey, Lymon, Chorleywood Bottom, Chorleywood, Herts.

**Quest on Spectrum.** I have collected the key and unlocked the door to Castle Ops but I still cannot enter. Paul Lucas, 7 The Lock Cott, Riverside, Dartford, Kent.

**Woodoo Castle on Vic20.** I have found both the book and the missing page but when I follow the instructions to lift the curse nothing happens. What should I do? A Morris, 178 New Street, Hoveham, Sussex.

**Hobbit on Spectrum.** How do I get out of the Elven Kings' Hall through the trap door without being killed by the portcullis? Nicholas Hill, 86 Hales Gardens, Erdington, W Midlands.

**Valhalla on Spectrum.** I cannot find Othir. T J Arnold, 118 School Road, West Walton, Wisbech, Cambs.

## Diary

Event	Date	Place	Admission	Organiser
<b>Hamphire Computer Fair</b>	Sep 6 11.00am-6.00pm Sept 7 10.00am-5.00pm	Oldfield, Southampton	Trade - free public - £2.00	Tastwood Exhibitions 0703 31807
<b>Walthamstow 84</b>	Sep 8 10.00am-4.00pm	Main Exhibition Hall, Waltham Forest Technical College, Forest Rd, London E17	£1.00	London Exhibitions and Promotions 01-584 9339
<b>XX Microfair</b>	Sep 8 10.00am-4.00pm	Alameda Palace, London W82	£1.00 adults 50p children (in advance)	XX Microfairs 01-601 8172
<b>Personal Computer World Show</b>	Sep 18-23 10.00am-7.00pm Sept 23 10.00am-3pm	Chrysan 2, Hammersmith Rd, London W6	£3.50	Microfairs Ltd 01-486 1981
<b>Livingston Computer Fair</b>	Oct 5-7 10.00am-6.00pm	Post House Lathwell Livingston W Lothian	£1.00 adults 50p children	Inverclyde Computer Club 0806 38045
<b>Computer Conferences 84</b> (over 1hr only)	Oct 9-10 10.00am-4.00pm Oct 11 10.00am-4.00pm	Wembley Conference Centre	Free in advance £5.00 on door	Online Conference 01-269 4488



## STORMY

More games from Atlantis who have joined Mastertronic in the giddy world of £1.99 games and whose games, so far, have proved excellent value for money.

*Master Mariner* is a trading game in which you play the owner of a ship who trades in various goods, trying to buy and sell and make a profit.

Aside from the sheer mechanics of the market place which will affect how much, if any, profit you make, factors like storms, finance companies and getting caught for dealing in arms, will also affect you.

I've seen more complex simulations, but it's still good fun to play with intermittent animated sequences to liven it up. At £1.99 it's got to be a winner, hasn't it, John?

**Program** *Master Mariner*  
**Price** £1.99  
**Micro** Spectrum  
**Supplies** Atlantis  
19 Prebend Street  
London N1 8PF

## WONKY ECG

Software that manages to educate at a sophisticated level, ie, not five and six year olds, is a rare and splendid thing. So, even though it is hardly likely to be of use to the average software punter, Medidata is to be congratulated for its *Diseases of the Heart* program.

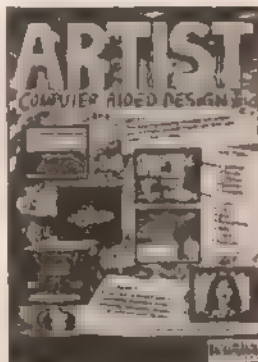
This is a serious package indeed, dealing as it does with the Endocardium, Valves, Myocardium, Pericardium and all the diseases they may have. The computer is used to display dubious pulses, wonky ECG's and even a variety of heart sounds, all of which are guaranteed to give you a pain in the chest and make you decide to take it easy for a bit.

The program is very intelligently designed and adopts a kind of mini teletext design to present the information — for example, having the first part of the text on cardiac arrest you might be told to go to 103 for more information.

The system works well and does seem to be a good way of

presenting a database of information, there is even a micro-drive option. The program is also one of those classic examples of being in Basic not mattering. Certainly of interest to Spectrum owning Doctors, O and A level Biology students, and hypochondriacs everywhere.

**Program** *Diseases of the Heart*  
**Price** £6.95  
**Micro** Spectrum  
**Supplies** Medidata  
PO Box 26  
London  
NW9 9BW



## FILL ROUTINE

*Artist* is a computer-aided design program for the BBC B. It isn't the first of its type and certainly won't be the last, but it's neatly designed and inexpensive.

Aside from the basic drawing and filling routines — complete with four sizes of cursor — there are menu options for the simple creation of Circles, Ellipses and Triangles, Fill routines, Background colour change, reference grid, etc. In short, more or less everything you could want including a save to disc if you have it.

There is a menu, which is continuously displayed to remind you of what key does what and does away with the need for any separate manual.

**Program** *Artist*  
**Price** £8.95  
**Micro** BBC  
**Supplies** MRM  
17 Cross Coates Road  
Grimsby  
South Humberside

## Pick of the week

## STATE OF THE CASE

*Sherlock Holmes*, possibly the longest delayed program ever, has now been released. Quite obviously the milling boards of Hobbit fans will have been waiting with bated breath and must have been on the point of lung collapse.

The problem for some of those people, though, is, that *Sherlock* is very likely not to be what they expected at all. Judge it too quickly and disappointment may set in.

The biggest shock with *Sherlock* is that it has very few graphics indeed and the few it has are not very impressive, *Knight's Quest* quality at best. The best policy is to regard the graphics as a mere extra bonus and regard *Sherlock* instead as possibly the most sophisticated text adventure home micro yet seen.

The plot, obviously, involves Sherlock Holmes, Watson, several dastardly murders and much travelling by hansom cab. The English analysis system is almost exactly the same as used on *The Hobbit*, although the vocabulary is larger (800 words understood and 53 different actions possible) including adverbs like fairly, furiously, steadily and madly although where you might use this last one I can't guess.

Apart from the occasional graphics which take up about a third of the screen, the display is in two sections; the top two thirds for the vast amount of text displayed and the bottom third for your commands. From the moment you make your first keypress when the game is loaded a clock starts and you are in 'real time'.

The concept of real time is not new to adventures, but I've never seen it used in quite the same way as it is in *Sherlock*. For example, suppose you get a cab to a station the journey might take ten minutes or more and in the game it would literally take ten minutes before you arrived. During this time you might want to converse with Watson about the state of the

case or, thankfully, you can artificially speed up the clock by typing *Wait Until...* and following it with what ever time you expect the journey to be over.

Like *Hobbit*, there are a number of separate characters who lead an independent life and to whom you can speak. You can 'Say to Watson "Read the Daily Chronicle"' and the like, but there is also a significant additional element to conversation. At various points you will have to talk to and argue with a variety of suspects, using the phrase 'tell me about' as in: 'Say to Major Foulkes tell me about the pistol' which will elicit a mixed bag of information about himself, other characters (perhaps), allies and so on. He might also be lying, of course.



*Sherlock Holmes* the adventure is about as devious as Sherlock Holmes the master sleuth. After several hours I still hadn't even found the right train for Leatherhead and the program told me to give up. I think it's probably too early to commit oneself yet to *Sherlock* — it's going to need a lot of time, but my hopes are high.

**Program** *Sherlock Holmes*  
**Price** £14.95  
**Micro** Sinclair  
**Supplies** Melbourne House  
38 Milton Trading Estate  
Abingdon  
Oxon OX14 4TD

## UP-TEMPO

The Spectrum is not short of music programs. Surprising really when you consider how hopeless the sound is, and they all do pretty much the same things. *Spectune* is no exception but it's better than most. It's successful because it concerns itself with teaching matters.

It has the usual options to choose Key signature, tempo, beats per bar, etc, and you can compose using the cursors and screen. The program will ask you questions, play tunes and generally let you play about with your masterpieces.

**Program** *Spectune*  
**Price** £5.95  
**Micro** Spectrum  
**Supplies** XORSoft  
Unit 7  
Newington St  
Hawthorne Ave  
Hull HU3 5ND

## FLOATING DEBRIS

*Strange Loop* is the title of yet another release from Virgin — part of a small number of titles intended for the autumn/winter season. But *Strange Loop* is quite different from the usual standard of Virgin games (almost without exception between bad to run of the mill). *Strange Loop* is unique, graphically impressive, vast, and devious; in short, brilliant.

In the game you guide a vaguely Jetpac-like spaceman through a vast mechanical factory patrolled by robots and full of various bits of floating debris — indirectly harmful since as they bash into you, they gradually puncture your space suit and your life supporting oxygen escapes.

Your task is to find your way to the factory control room which lies somewhere within a matrix of 256 rooms, many of them exceedingly dangerous. The screen displays a large view of the room you are in, with control panels at the bottom of the screen and a smaller map display showing you what lies in the adjacent rooms.

Blasting, as such, is a relatively unimportant aspect of

play. In fact, this is an arcade adventure in which you really do have to use adventure thinking to stumble your way from death dealing room to death dealing room. There is a jet-cycle that is useful for some parts of the maze (but can you figure out how to get it?) Not only all this, but it's cheap too.

**Program** *Strange Loop*  
**Price** £5.95  
**Micro** Spectrum  
**Supplies** Virgin Games  
24 Vernon Yard  
Portobello Road  
London W11 2DX

## GLOOM

*Zorakk the Conqueror* is a graphic adventure in the strategy mould rather than the animated figures of *Valhalla*, etc. The main graphic is a map that tells you where you are and what can be found in the immediate vicinity.

Your quest is to obtain the three parts to the crown of Ultimate Darkness (not to be confused with the three parts of the crown of pretty severe gloom), each of the parts being located in different areas — Lannia, Durain and Zarthynia.

To complete the quest will involve bargaining in the Bazaar for warriors and food, doing battle and exploring tombs and ruins. You move on the screen from square to square with a text area telling you what's going on. Graphics are large and colourful and strategy buffs should find nothing to complain about.



**Program** *Zorakk the Conqueror*  
**Price** £7.95  
**Micro** BBC B the Conqueror  
**Supplies** Icon  
65 High Street  
Gosforth  
Tyne & Wear  
NE3 4AA



## LIGHTNESS

*Forest at World's End* is one of the best graphic adventures of the old school; ie, an adventure with some graphic illustrations. I've seen in quite a while. Plot wise...well, it concerns the continuous battle between the forces of light and darkness in which princess Mara has been captured by the evil wizard Zarn, etc, etc.

The graphics, though, are really quite impressive, apparently drawn by somebody who actually knows how to draw. Basically, it only understands the usual syntax of verb noun, but there are enough evocative touches in the place descriptions for that not to notice too much.

If the plot doesn't bother you its look of originality and you simply want a good graphic adventure to add to the collection, this one looks well worth having.

**Program** *Forest at World's End*  
**Price** £3.50  
**Micro** Spectrum  
**Supplies** Interceptor Micros  
London House  
The Green  
Tadley  
Hampshire

## OLD HANDS

ZX81 owners, and I believe there are still one or two left, might like to know of *Specturmiser* by James Paton. This is a machine code utility program that lets you use hi-res on your games; a similar technique that used by Software Farm on its well-received games.

It couldn't in all honesty be

said to be an easy program to use — you will certainly need to be familiar with much of Basic to get the most from it — but then probably most ZX81 owners are old hands at the programming game anyway.

**Program** *Specturmiser*  
**Price** £6.50  
**Micro** ZX81  
**Supplies** James Paton  
3 The Avenue  
Fallings Park  
Wolverhampton

## DECISIONS

Puffin is soon to release two more packages in its combined software/book packages — *The Forest of Doom* and *Citadel of Chaos*. Both are for the Commodore 64 although a Spectrum version of the former is expected.

The games are firmly based on the Fighting Fantasy books and thus as a computer game they are somewhat different from the norm.

For those not familiar with the books, they are unlike conventional narrative tales and instead consist of a large number of numbered paragraphs — which form the fragments of several complete stories with similar themes. In some you are triumphant, in others you fail miserably. What decides this are the decisions you take, and the throw of dice which will give you amounts for stamina and bravery.

Although it sounds cumbersome, it works well, although it's easy to cheat — but obviously it's ideally suited to a computer. *The Forest of Doom* has everything the book has with the addition of sound, graphics, automatic dice throwing, instantaneous display of character sheet, text sheet, notebook and so on.

If you like the books you'll certainly like the program. If you're used to more conventional adventures, it's uncertain whether you'll find this to your taste.

**Program** *The Forest of Doom*  
**Price** £5.50  
**Micro** Commodore 64  
**Supplies** Penguin Books  
Bath Road  
Harmondsworth  
Middlesex  
UB7 0DA



- XXII**
- (1) Alien Raid (CRL)
  - (2) Krypton Ordeal (Novus)
  - (3) Planet Basher (Novus)
  - (4) Walk the Plink (Novus)
  - (5) Scramble (Quicksilver)
  - (6) Football Manager (Addictive Games)
  - (7) Space Raiders (Phon)
  - (8) Flight Simulator (Phon)
  - (9) Games I.K. (Phon)
  - (10) Hopper (PSS)
  - (11) Black Crystal (PSS)
  - (12) Motherbird (Phon)
- Three titles tied for 7th and 10th positions.  
(Figures compiled by Boots/Websters)

- Radi**
- (1) Dazzle Quest (US Gold)
  - (2) The Hawk (Adventure International)
  - (3) Bruce Lee (DataSoft)
  - (4) Exomizer (Novagen)
  - (5) Slinky (US Gold)
  - (6) Captain Picky's Cold (English)
  - (7) Escape from Planet 7 (Chaos)
  - (8) Snowball (Level 9)
  - (9) Warlock (Calisto)
  - (10) Popeye (Parker)
- Cartridge ROM Cases: £28K Disc £48K Disc  
(Figures compiled by Cusco Computers, Birmingham 021 633 0406)

- BBC B**
- (1) Fortress (Pact)
  - (2) Micro Olympics (Database)
  - (3) Book Car (Micropower)
  - (4) Chocula (Micropower)
  - (5) Overdrive (Superior)
  - (6) Spillies Command (Superior)
  - (7) Avatar (Acornsoft)
  - (8) Fantasy (Micropower)
  - (9) Star Striker (Superior)
  - (10) Mr Wu (Superior)
- (Figures compiled by Wil Smith and Son Ltd, London)

- Books**
- (1) Commodore Programmes Reference Guide (Penguin)
  - (2) Discover your Spectrum (Century)
  - (3) 60 Programs for Commodore 64 (Pen)
  - (4) 60 Programs for Vic 20 (Pen)
  - (5) Step by Step Programming Spectrum Book (Dorling Kindersley)
  - (6) 100 Programs for Spectrum (Premise-Hall)
  - (7) Computer Programming for Beginners (Penguin)
  - (8) 100 Programs for BBC (Premise-Hall)
  - (9) Introducing Commodore 64 Machine Code (Macdonald Knoss)
  - (10) Vic Innovative Computing (Macdonald Knoss)
- Two titles tied for 8th and 9th positions.  
(Figures compiled by Websters)

- Dragon 32**
- (1) Pedro (Beas Jolly)
  - (2) Krieger (Beyond)
  - (3) Dungen Road (Microdeal)
  - (4) English (Microdeal)
  - (5) Ring of Darkness (Winterolf)
  - (6) Buzzard Bait (Microdeal)
  - (7) Descent 2 (Hewson)
  - (8) Chocolate Factory (Hewson)
  - (9) Mr Dig (Microdeal)
  - (10) The King (Microdeal)
- (Figures compiled by Boots/Websters)

- Spectrum**
- (1) Jet Set Willy (Software Project)
  - (2) Full Throttle (Microdeal)
  - (3) Tornado Low Level (Vortex)
  - (4) Lords of Midnight (Beyond)
  - (5) Jack Ransom (Phon)
  - (6) Match Point (Phon)
  - (7) Blue Tanager (Foundry Systems)
  - (8) Payton (Beyond)
  - (9) Autocross (Microdeal)
  - (10) Salina Wall (Ultimate)
- (Figures compiled by Wil Smith and Son Ltd, London)

- Vic20**
- (1) Duck Shoot (Mastertronic)
  - (2) Wizard & the Princess (Melbourne House)
  - (3) Switched (Beas Jolly)
  - (4) Flight 615 (Craig Communications)
  - (5) Chariot Race (Micro Arco)
  - (6) Sub Hunt (Mastertronic)
  - (7) Vegas Jackpot (Mastertronic)
  - (8) Crazy Kong (Inverceptor)
  - (9) Snooker (Visions)
  - (10) Squares (Visions)
- (Figures compiled by Boots/Websters)

- Commodore 64**
- (1) Beach Head (Centronics)
  - (2) Harrier Attack (Commodore)
  - (3) Scramble (Interceptor)
  - (4) Hawk (Mastertronic)
  - (5) Grandmaster Chess (Acornsoft)
  - (6) B&B House (Mastertronic)
  - (7) Magic Mixer (Software Projects)
  - (8) Blue Thunder (Richard Wilson)
  - (9) Flight Path 737 (Analog)
  - (10) Squares (Mastertronic)
- (Figures compiled by Boots/Websters)

## INTELLIGENT

## TRICKY

Good God, look at this! A computer listings book that isn't completely useless and boring.

It's called *Fifty Subroutines for the Sinclair Spectrum* and whilst what it offers seems to me to be suitable only for a specialised audience, that audience should find it very useful indeed.

Basically the book contains all those mathematical routines that professionals find useful in business programs and the more serious games - the kind of thing you might otherwise spend days trying to work out. These include the Evaluation of Determinant, various sorts of series, parallel projection, etc.

These include the Evaluation of Determinant, various sorts of series, parallel projection etc.

Of course, it's not all maths; you get double height characters, inputting data, underlining and word sorting, for example - 87 routines in all. Useful and intelligently written too.

One of the things it is almost impossible to avoid when reviewing books is machine code. In particular, machine code on the Spectrum. There are so many books on the subject it is sometimes difficult to believe that there is anybody who has not yet mastered this tricky subject (except oneself, of course).

*Practical Spectrum Machine Code* is one of the relatively few number of books from Virgin better known (in computer circles) for its games.

To its credit, this is the first book on machine code that has begun to explain to me not so much how to load the A register with the value from the B register and put the lot in the C register, but why this should make your laser cannon fire.

A good deal of the book is taken with the development of a machine-code *Space Invader* program which you develop section by section. Not only good but cheap(ish) too.

Book	<i>Fifty Subroutines for the Sinclair Spectrum</i>
Price	£5.95
Micro	Spectrum
Supplier	Sigma Press 6 Alton Road Wilmslow

Book	<i>Practical Spectrum Machine Code</i>
Price	£3.95
Micro	Spectrum
Supplier	Virgin 61-63 Portobello Road London W11 3DD

# This Week

Program	Type	Micro	Price	Supplier
Special Delivery	Arc	Atari	£8.95	Creative Sparks
Snibad	Arc	BBCB	£6.95	Virgin
Mini Office	Arc	BBCB	£5.95	Database
Macbeth	Ad	Commodore 64	£14.95	Creative Sparks
Mid Mother	Arc	Commodore 64	£7.95	Creative Sparks
Black Hawk	Arc	Commodore 64	£7.95	Creative Sparks
Danger Mouse B.F.C.	Arc	Commodore 64	£7.95	Creative Sparks
Danger Mouse D.T.	Arc	Commodore 64	£7.95	Creative Sparks
Falcon Patrol	Arc	Commodore 64	£6.95	Virgin
Sorcery	Arc	Commodore 64	£6.95	Virgin
Storm Warrior	Arc	Commodore 64	£7.95	Front Runner
RTTY	Ut	Commodore 64	£14.00	Grosvenor
Auror	Ut	Dragon	£38.00	Grosvenor
Transitive	Ut	Dragon	£10.75	Grosvenor
Lords of Time	Ad	Memotech	£9.90	Level 9
Snowball	Ad	Memotech	£9.90	Level 9
Delta Wing	Arc	Spectrum	£9.95	Creative Sparks
Kamikaze Collector	Arc	Spectrum	£1.99	Century City
Laser Lord	Arc	Spectrum	£1.99	Century City
Man Trap	Arc	Spectrum	£1.99	Century City
Pit'sers	Arc	Spectrum	£6.00	Autonats
Pitmania	Arc	Spectrum	£6.00	Autonats
Polttergeist	Arc	Spectrum	£5.95	PSS
Rocket Man	Arc	Spectrum	£6.00	Software Farm
Sentinals	Arc	Spectrum	£1.99	Century City

Strange Loop	Arc	Spectrum	£5.95	Virgin
Terrahawks	Arc	Spectrum	£6.95	CRL
The Mx	Arc	Spectrum	£5.95	Virgin
Leonardo	Ut	Spectrum	£9.95	Creative Sparks
Track Chase	Arc	Vic20	£3.90	Blade
RTTY	Ut	Vic20	£10.00	Grosvenor
Binary Bridge	S	Z801	£1.95	Poster
Headline	S	Z801	£1.95	Poster

Key: Ad - adventure/Arc - arcade/Ed - education/  
S - strategy-simulation/Ut - utility

This Week is a new section that covers all the new software coming on to the home micro market each week. All suppliers should send details of their new programs to: This Week, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.





## Data protection

**T**ry imagining how society would work without the written word. It's almost impossible, isn't it? Recorded information is the basis of modern life and much of that information consists of facts about people.

Such personal information is both valuable and sensitive, and all sorts of organisations keep it — the DHSS, doctors, dentists, schools, employers, manufacturers (often via those innocuous guarantee cards), banks, the police. Information can range from a skeletal name and address, to a detailed wedge of highly personal data.

Yet until recently no one had any right whatsoever to know about what sort of information was being kept about them, or to have any control over it.

Now the government — under pressure from more liberal countries which already have such legislation — has introduced the Data Protection Act which will give people certain rights in relation to all such 'personal data' kept on them by other people.

The snag is that those rights will only apply to information held on computers — this despite the fact that 90 per cent of all files are still kept on paper.

The justification for this is that information stored on computer can be far more easily (and surreptitiously) recorded, expanded, tampered with or transferred.

Inevitably, though, this will leave a loophole. To get round the act 'data users', as the

act calls those people who store such data, simply have to avoid computerising information (surely a backward step to encourage!).

What the act does is to create someone called the Data Protection Registrar — in this case Eric Howe, former deputy director of the National Computing Centre. Once the act is fully in force which will take up to two years — anyone who wants to keep computerised personal data will have to register first and give lots of details about the kind of information they want to keep, where they will get it, and who they will allow to see it.

They will also have to comply with a number of 'principles' set out in the act, on such things as the way the information is collected ('fairly and lawfully'), the need for it to be accurate and the obligation to keep it up to date.

If requested they will have to tell an individual whether a file is being kept on him or her, and allow the person to see what information it contains. Inaccurate facts will have to be corrected and anyone who loses out either because of such inaccuracies or because information was disclosed to the wrong person, will be able to go to court and get damages.

There are exceptions. Government departments such as the Inland Revenue and the police, for example, will not necessarily have to show you the information which they have on file. Home computers used for 'domestic' reasons (ie, to do with personal, family or household affairs) are excluded, as are mailing lists provided they only contain names and addresses — and that the individuals concerned are asked first.

Whether the act works or not will depend on the resources given to the Registrar, and on the tenacity with which he polices the system and investigates complaints.

Although the restriction to computerised files is a big loophole, at least the Act is a step towards a more open society.

Gail Counsell

## Hotcakes

### Puzzle No 123

I popped into my local booksellers for a copy of the latest best-selling novel *The Xanadu Conundrum* it was quite reasonably priced as far as these things go — the paperback version was £1.07 pence.

"We have it in hardback, also," said the assistant, and as it was intended as a present, I changed my mind and opted for the more expensive edition.

"That title has been selling like hot cakes since the film version was shown on television over the weekend," remarked the shop assistant as my purchase was wrapped up. "I've sold twenty copies of the hardback alone since we opened this morning, and our total takings so far for both editions is now exactly one thousand pounds."



I took my package, and my penny change from the six pounds that I had tendered, but as I left the shop and started wondering how many copies of the book in total they must have sold.

Can you say how many?

### Solution to Puzzle No 118

In the program a value,  $X$ , is cubed, two million is subtracted from this, and the result is tested to determine if its square root is a whole number,  $Y$ .

Note Line 50 which limits the accuracy of the square root value to avoid problems with small inaccuracies in this evaluation. The value of  $X$  must be 127 or greater as its cube must exceed two million.

```
10 X = 127:20 CUBE = X * X * X:30 SQUARE = CUBE - 2000000:40 ROOT = SQR (SQUARE):50 ROOT = VAL(STR$(ROOT)):60 IF ROOT = INT(ROOT) THEN PRINT X, ROOT:70 X = X + 1:80 GOTO 20
```

This reveals the alternative values of  $X = 129$  and  $Y = 383$ .  $129^3 = 2,146,689$  and  $383^2 = 146,689$ .

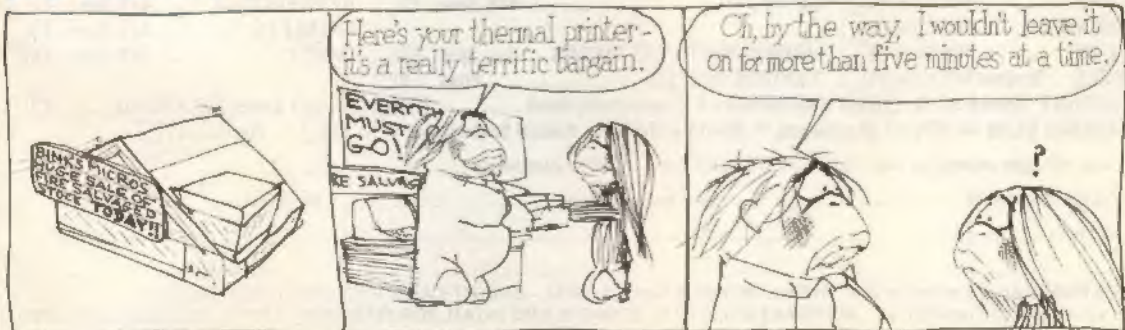
### Winner of Puzzle No 118

The winner is Robert Daw, Leda Avenue, Hen-grove, Bristol, who receives £10.

### Enies

The closing date for entries to Puzzle No 123 is September 22.

## The Hackers







CRUSOE .....	48K Spec £6	DEUS EX MACHINA .....	48K Spec £15	PIMANIA .....	48K Spec £10	
PI-EYED .....	48K Spec £6	GO TO JAIL .....	48K Spec £6	OLYMPIMANIA .....	48K Spec £8	
PIROMANIA .....	48K Spec £6			PI-BALLED .....	48K Spec £8	
PI-IN-ERE .....	48K Spec £6	MORRIS MEETS THE BIKERS ..	Any Spec £6	DARTZ .....	48K Spec £5	
YAKZEE .. Dragon/48K Spec	£5	T-SHIRTS State Size .....	Price £5			
'BACKCHAT' Speech Synth. CBM64 with Software & Programming Book .....			£25	Piman's Stereo L.P. Cassette ....		£3
PIMANIACS CLUB for 20% off all products, Pi-Monthly Magazine. Annual Subscription U.K. £5				Overseas £7		

I enclose the right money, or debit my ACCESS/VISA Card. My Card number is .....

Card holders signature ..... Card holders name ..... My name .....

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